

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

<https://cfelitetracker.vercel.app>

# Unique solved — Nightmare05

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

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

Filters: none

Count: 643

1.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,009 global accepts · Rating: 800 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Nightmare05's solution](#)

2.

1571A

[Sequence of Comparisons](#) · [Tutorial](#)

Quality: 1,643 global accepts · Rating: 800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special

[Nightmare05's solution](#)

3.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Nightmare05's solution](#)

4.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nightmare05's solution](#)

5.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Nightmare05's solution](#)

6.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,798 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Nightmare05's solution](#)

7.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Nightmare05's solution](#)

8.

1178A

[Prime Minister](#) · [Tutorial](#)

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

[Nightmare05's solution](#)

9.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,456 global accepts · Rating: 800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nightmare05's solution](#)

10.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nightmare05's solution](#)

**11.**

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Nightmare05's solution](#)

**12.**

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nightmare05's solution](#)

**13.**

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Nightmare05's solution](#)

**14.**

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Nightmare05's solution](#)

**15.**

1097A

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

Quality: 43,805 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Nightmare05's solution](#)

**16.**

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nightmare05's solution](#)

**17.**

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nightmare05's solution](#)

**18.**

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Nightmare05's solution](#)

**19.**

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nightmare05's solution](#)

**20.**

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nightmare05's solution](#)

**21.**

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,160 global accepts · Rating: 800 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math  
[Nightmare05's solution](#)

**22.**

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[Nightmare05's solution](#)

**23.**

750A

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

Quality: 92,557 global accepts · Rating: 800 · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math  
[Nightmare05's solution](#)

**24.**

38A

[Army](#) · [Tutorial](#)

Quality: 26,487 global accepts · Rating: 800 · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Nightmare05's solution](#)

**25.**

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[Nightmare05's solution](#)

**26.**

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,645 global accepts · Rating: 800 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[Nightmare05's solution](#)

**27.**

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Nightmare05's solution](#)

**28.**

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Nightmare05's solution](#)

**29.**

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Nightmare05's solution](#)

**30.**

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Nightmare05's solution](#)

**31.**

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,499 global accepts · Rating: 800 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[Nightmare05's solution](#)

**32.**

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,911 global accepts · Rating: 800 · first AC: 2018-03-29 · GNU C++11 (first AC) · Tags: implementation

[Nightmare05's solution](#)

**33.**

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,006 global accepts · Rating: 800 · first AC: 2018-03-29 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Nightmare05's solution](#)

**34.**

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,197 global accepts · Rating: 800 · first AC: 2018-03-28 · GNU C++11 (first AC) · Tags: greedy, implementation

[Nightmare05's solution](#)

**35.**

443A

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

Quality: 112,044 global accepts · Rating: 800 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Nightmare05's solution](#)

**36.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,204 global accepts · Rating: 800 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: brute force

[Nightmare05's solution](#)

**37.**

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,403 global accepts · Rating: 800 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: implementation

[Nightmare05's solution](#)

**38.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,985 global accepts · Rating: 800 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: implementation

[Nightmare05's solution](#)

**39.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,524 global accepts · Rating: 800 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: implementation

[Nightmare05's solution](#)

**40.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,340 global accepts · Rating: 800 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings

[Nightmare05's solution](#)

**41.**

112A

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

Quality: 287,243 global accepts · Rating: 800 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: implementation, strings

[Nightmare05's solution](#)

**42.**

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,241 global accepts · Rating: 800 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: strings

[Nightmare05's solution](#)

**43.**

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,078 global accepts · Rating: 800 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings,

implementation, shortest paths

[Nightmare05's solution](#)

**44.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,806 global accepts · Rating: 800 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Nightmare05's solution](#)

**45.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Nightmare05's solution](#)

**46.**

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Nightmare05's solution](#)

**47.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,713 global accepts · Rating: 900 · first AC: 2018-03-02 · last AC: 2020-05-24 · GNU C++11 (first AC) · Tags: greedy, sortings

[Nightmare05's solution](#)

**48.**

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Nightmare05's solution](#)

**49.**

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Nightmare05's solution](#)

**50.**

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Nightmare05's solution](#)

**51.**

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Nightmare05's solution](#)

**52.**

1110A

[Parity](#) · [Tutorial](#)

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

[Nightmare05's solution](#)

**53.**

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Nightmare05's solution](#)

**54.**

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**55.**

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Nightmare05's solution](#)

**56.**

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Nightmare05's solution](#)

**57.**

439A

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

Quality: 26,622 global accepts · Rating: 900 · first AC: 2018-03-29 · GNU C++11 (first AC) · Tags: greedy, implementation

[Nightmare05's solution](#)

**58.**

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,042 global accepts · Rating: 900 · first AC: 2018-03-28 · GNU C++11 (first AC) · Tags: implementation, number theory

[Nightmare05's solution](#)

**59.**

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,099 global accepts · Rating: 900 · first AC: 2018-03-28 · GNU C++11 (first AC) · Tags: math

[Nightmare05's solution](#)

**60.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,902 global accepts · Rating: 900 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: greedy

[Nightmare05's solution](#)

**61.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,060 global accepts · Rating: 900 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: strings

[Nightmare05's solution](#)

**62.**

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: implementation

[Nightmare05's solution](#)

**63.**

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Nightmare05's solution](#)

**64.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Nightmare05's solution](#)

**65.**

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 1000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: \*special, math

[Nightmare05's solution](#)

**66.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Nightmare05's solution](#)

**67.**

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,512 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[Nightmare05's solution](#)

**68.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nightmare05's solution](#)

**69.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nightmare05's solution](#)

**70.**

1245A

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

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Nightmare05's solution](#)

**71.**

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**72.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nightmare05's solution](#)

**73.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Nightmare05's solution](#)

**74.**

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Nightmare05's solution](#)

**75.**

1211A

[Three Problems](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1000 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[Nightmare05's solution](#)

**76.**

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nightmare05's solution](#)

**77.**

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Nightmare05's solution](#)

**78.**

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Nightmare05's solution](#)

**79.**

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Nightmare05's solution](#)

**80.**

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Nightmare05's solution](#)

**81.**

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nightmare05's solution](#)

**82.**

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Nightmare05's solution](#)

**83.**

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nightmare05's solution](#)

**84.**

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nightmare05's solution](#)

**85.**

1084A

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

Quality: 8,230 global accepts · Rating: 1000 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Nightmare05's solution](#)

**86.**

1090M

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

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nightmare05's solution](#)

**87.**

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Nightmare05's solution](#)

**88.**

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Nightmare05's solution](#)

**89.**

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nightmare05's solution](#)

**90.**

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Nightmare05's solution](#)

**91.**

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nightmare05's solution](#)

**92.**

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nightmare05's solution](#)

**93.**

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Nightmare05's solution](#)

**94.**

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nightmare05's solution](#)

**95.**

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,125 global accepts · Rating: 1000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Nightmare05's solution](#)

**96.**

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nightmare05's solution](#)

**97.**

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2018-03-29 · GNU C++11 (first AC) · Tags: geometry, sortings

[Nightmare05's solution](#)

**98.**

476A

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

Quality: 51,612 global accepts · Rating: 1000 · first AC: 2018-03-28 · GNU C++11 (first AC) · Tags: implementation, math

[Nightmare05's solution](#)

**99.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,482 global accepts · Rating: 1000 · first AC: 2018-03-28 · GNU C++11 (first AC) · Tags: greedy, sortings

[Nightmare05's solution](#)

**100.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,278 global accepts · Rating: 1000 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: brute force, math

[Nightmare05's solution](#)

**101.**

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: greedy, implementation

[Nightmare05's solution](#)

**102.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,360 global accepts · Rating: 1000 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: implementation, math

[Nightmare05's solution](#)

**103.**

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: greedy, implementation

[Nightmare05's solution](#)

**104.**

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,830 global accepts · Rating: 1000 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: implementation, strings

[Nightmare05's solution](#)

**105.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,796 global accepts · Rating: 1000 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: brute force, number theory

[Nightmare05's solution](#)

**106.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,988 global accepts · Rating: 1000 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: greedy, strings

[Nightmare05's solution](#)

**107.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,420 global accepts · Rating: 1000 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: implementation, strings

[Nightmare05's solution](#)

**108.**

339B

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

Quality: 81,375 global accepts · Rating: 1000 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: implementation

[Nightmare05's solution](#)

**109.**

592B

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

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[Nightmare05's solution](#)

**110.**

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Nightmare05's solution](#)

**111.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Nightmare05's solution](#)

**112.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Nightmare05's solution](#)

**113.**

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Nightmare05's solution](#)

**114.**

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nightmare05's solution](#)

**115.**

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Nightmare05's solution](#)

**116.**

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2018-12-14 · last AC: 2018-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Nightmare05's solution](#)

**117.**

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nightmare05's solution](#)

**118.**

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nightmare05's solution](#)

**119.**

1033B

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

Quality: 11,955 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Nightmare05's solution](#)

**120.**

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Nightmare05's solution](#)

**121.**

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,079 global accepts · Rating: 1100 · first AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[Nightmare05's solution](#)

**122.**

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Nightmare05's solution](#)

**123.**

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Nightmare05's solution](#)

**124.**

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1100 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[Nightmare05's solution](#)

**125.**

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,370 global accepts · Rating: 1100 · first AC: 2018-03-29 · GNU C++11 (first AC) · Tags: implementation

[Nightmare05's solution](#)

**126.**

362B

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

Quality: 14,732 global accepts · Rating: 1100 · first AC: 2018-03-28 · GNU C++11 (first AC) · Tags: implementation, sortings

[Nightmare05's solution](#)

**127.**

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2018-03-28 · GNU C++11 (first AC) · Tags: brute force, implementation

[Nightmare05's solution](#)

**128.**

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,851 global accepts · Rating: 1100 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Nightmare05's solution](#)

**129.**

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[Nightmare05's solution](#)

**130.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings

[Nightmare05's solution](#)

**131.**

1257C

[Dominated Subarray](#) · [Tutorial](#)

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings,

strings, two pointers

[Nightmare05's solution](#)

**132.**

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Nightmare05's solution](#)

**133.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Nightmare05's solution](#)

**134.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Nightmare05's solution](#)

**135.**

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nightmare05's solution](#)

**136.**

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Nightmare05's solution](#)

**137.**

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,222 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Nightmare05's solution](#)

**138.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Nightmare05's solution](#)

**139.**

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1200 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Nightmare05's solution](#)

**140.**

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[Nightmare05's solution](#)

**141.**

1097B

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

Quality: 35,955 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Nightmare05's solution](#)

**142.**

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Nightmare05's solution](#)

**143.**

1076B

[Divisor Subtraction](#) · [Tutorial](#)

Quality: 14,589 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Nightmare05's solution](#)

**144.**

1076A

[Minimizing the String](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Nightmare05's solution](#)

**145.**

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nightmare05's solution](#)

**146.**

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[Nightmare05's solution](#)

**147.**

1028B

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

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

[Nightmare05's solution](#)

**148.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,334 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Nightmare05's solution](#)

**149.**

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,464 global accepts · Rating: 1200 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Nightmare05's solution](#)

**150.**

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Nightmare05's solution](#)

**151.**

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Nightmare05's solution](#)

**152.**

1015B

[Obtaining the String](#) · [Tutorial](#)

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nightmare05's solution](#)

**153.**

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Nightmare05's solution](#)

**154.**

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2018-03-29 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers

[Nightmare05's solution](#)

**155.**

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2018-03-28 · GNU C++11 (first AC) · Tags: implementation

[Nightmare05's solution](#)

**156.**

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,260 global accepts · Rating: 1200 · first AC: 2018-03-28 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Nightmare05's solution](#)

**157.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2018-03-28 · GNU C++11 (first AC) · Tags: implementation

[Nightmare05's solution](#)

**158.**

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: implementation

[Nightmare05's solution](#)

**159.**

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: implementation

[Nightmare05's solution](#)

**160.**

492B

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

Quality: 90,187 global accepts · Rating: 1200 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: binary search, implementation, math, sortings

[Nightmare05's solution](#)

**161.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,777 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[Nightmare05's solution](#)

**162.**

1220C

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

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

[Nightmare05's solution](#)

**163.**

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Nightmare05's solution](#)

**164.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory  
[Nightmare05's solution](#)

**165.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[Nightmare05's solution](#)

**166.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
[Nightmare05's solution](#)

**167.**

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings  
[Nightmare05's solution](#)

**168.**

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Nightmare05's solution](#)

**169.**

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[Nightmare05's solution](#)

**170.**

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[Nightmare05's solution](#)

**171.**

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[Nightmare05's solution](#)

**172.**

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,605 global accepts · Rating: 1300 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**173.**

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[Nightmare05's solution](#)

**174.**

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation  
[Nightmare05's solution](#)

**175.**

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Nightmare05's solution](#)

**176.**

1064C

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 1300 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Nightmare05's solution](#)

**177.**

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,812 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Nightmare05's solution](#)

**178.**

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1300 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Nightmare05's solution](#)

**179.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Nightmare05's solution](#)

**180.**

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Nightmare05's solution](#)

**181.**

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Nightmare05's solution](#)

**182.**

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,433 global accepts · Rating: 1300 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Nightmare05's solution](#)

**183.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,824 global accepts · Rating: 1300 · first AC: 2018-03-03 · last AC: 2018-07-27 · GNU C++11 (first AC) · Tags: binary search, implementation, math, number theory

[Nightmare05's solution](#)

**184.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,876 global accepts · Rating: 1300 · first AC: 2018-03-29 · GNU C++11 (first AC) · Tags: brute force

[Nightmare05's solution](#)

**185.**

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2018-03-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Nightmare05's solution](#)

**186.**

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2018-03-29 · GNU C++11 (first AC) · Tags: implementation

[Nightmare05's solution](#)

**187.**

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2018-03-28 · GNU C++11 (first AC) · Tags: games, greedy

[Nightmare05's solution](#)

**188.**

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2018-03-28 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation

[Nightmare05's solution](#)

**189.**

450B

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

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: implementation, math

[Nightmare05's solution](#)

**190.**

508B

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

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: greedy, math, strings

[Nightmare05's solution](#)

**191.**

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,869 global accepts · Rating: 1300 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: implementation, sortings

[Nightmare05's solution](#)

**192.**

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,262 global accepts · Rating: 1300 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Nightmare05's solution](#)

**193.**

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Nightmare05's solution](#)

**194.**

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,497 global accepts · Rating: 1400 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Nightmare05's solution](#)

**195.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Nightmare05's solution](#)

**196.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Nightmare05's solution](#)

**197.**

1245C

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

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Nightmare05's solution](#)

**198.**

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[Nightmare05's solution](#)

**199.**

1214A

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

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

[Nightmare05's solution](#)

**200.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,238 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Nightmare05's solution](#)

**201.**

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Nightmare05's solution](#)

**202.**

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Nightmare05's solution](#)

**203.**

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Nightmare05's solution](#)

**204.**

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,181 global accepts · Rating: 1400 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[Nightmare05's solution](#)

**205.**

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Nightmare05's solution](#)

**206.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Nightmare05's solution](#)

**207.**

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Nightmare05's solution](#)

**208.**

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Nightmare05's solution](#)

**209.**

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Nightmare05's solution](#)

**210.**

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nightmare05's solution](#)

**211.**

479C

[Exams](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1400 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Nightmare05's solution](#)

**212.**

401C

[Team](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1400 · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Nightmare05's solution](#)

**213.**

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,680 global accepts · Rating: 1400 · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Nightmare05's solution](#)

**214.**

493B

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

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2018-03-29 · GNU C++11 (first AC) · Tags: implementation

[Nightmare05's solution](#)

**215.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,427 global accepts · Rating: 1400 · first AC: 2018-03-28 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[Nightmare05's solution](#)

**216.**

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,314 global accepts · Rating: 1400 · first AC: 2018-03-28 · GNU C++11 (first AC) · Tags: implementation, strings

[Nightmare05's solution](#)

**217.**

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,685 global accepts · Rating: 1400 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: geometry, math

[Nightmare05's solution](#)

**218.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Nightmare05's solution](#)

**219.**

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[Nightmare05's solution](#)

**220.**

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Nightmare05's solution](#)

**221.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[Nightmare05's solution](#)

**222.**

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Nightmare05's solution](#)

**223.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Nightmare05's solution](#)

**224.**

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Nightmare05's solution](#)

**225.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,467 global accepts · Rating: 1500 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Nightmare05's solution](#)

**226.**

255C

[Almost Arithmetical Progression](#) · [Tutorial](#)

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Nightmare05's solution](#)

**227.**

1178D

[Prime Graph](#) · [Tutorial](#)

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

[Nightmare05's solution](#)

**228.**

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Nightmare05's solution](#)

**229.**

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Nightmare05's solution](#)

**230.**

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Nightmare05's solution](#)

**231.**

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Nightmare05's solution](#)

**232.**

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Nightmare05's solution](#)

**233.**

1110C

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

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

[Nightmare05's solution](#)

**234.**

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Nightmare05's solution](#)

**235.**

1084C

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

Quality: 11,661 global accepts · Rating: 1500 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[Nightmare05's solution](#)

**236.**

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nightmare05's solution](#)

**237.**

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Nightmare05's solution](#)

**238.**

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Nightmare05's solution](#)

**239.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,461 global accepts · Rating: 1500 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[Nightmare05's solution](#)

**240.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,975 global accepts · Rating: 1500 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[Nightmare05's solution](#)

**241.**

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2018-05-18 · last AC: 2018-05-18 · GNU C++11 (first AC) · Tags: greedy, math  
[Nightmare05's solution](#)

**242.**

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[Nightmare05's solution](#)

**243.**

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[Nightmare05's solution](#)

**244.**

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[Nightmare05's solution](#)

**245.**

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[Nightmare05's solution](#)

**246.**

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[Nightmare05's solution](#)

**247.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings  
[Nightmare05's solution](#)

**248.**

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers  
[Nightmare05's solution](#)

**249.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[Nightmare05's solution](#)

**250.**

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Nightmare05's solution](#)

**251.**

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Nightmare05's solution](#)

**252.**

1060C

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

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

[Nightmare05's solution](#)

**253.**

735C

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

Quality: 7,965 global accepts · Rating: 1600 · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Nightmare05's solution](#)

**254.**

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Nightmare05's solution](#)

**255.**

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Nightmare05's solution](#)

**256.**

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nightmare05's solution](#)

**257.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[Nightmare05's solution](#)

**258.**

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,274 global accepts · Rating: 1600 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Nightmare05's solution](#)

**259.**

1017C

[The Phone Number](#) · [Tutorial](#)

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

[Nightmare05's solution](#)

**260.**

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Nightmare05's solution](#)

**261.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities  
[Nightmare05's solution](#)

**262.**

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings  
[Nightmare05's solution](#)

**263.**

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, number theory  
[Nightmare05's solution](#)

**264.**

1255D

[Feeding Chicken](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[Nightmare05's solution](#)

**265.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings  
[Nightmare05's solution](#)

**266.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy  
[Nightmare05's solution](#)

**267.**

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math  
[Nightmare05's solution](#)

**268.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[Nightmare05's solution](#)

**269.**

339D

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

Quality: 32,549 global accepts · Rating: 1700 · first AC: 2018-08-21 · last AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[Nightmare05's solution](#)

**270.**

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths  
[Nightmare05's solution](#)

**271.**

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Nightmare05's solution](#)

**272.**

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,201 global accepts · Rating: 1700 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math

[Nightmare05's solution](#)

**273.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Nightmare05's solution](#)

**274.**

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[Nightmare05's solution](#)

**275.**

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nightmare05's solution](#)

**276.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Nightmare05's solution](#)

**277.**

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[Nightmare05's solution](#)

**278.**

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Nightmare05's solution](#)

**279.**

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Nightmare05's solution](#)

**280.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2018-10-21 · last AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Nightmare05's solution](#)

**281.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Nightmare05's solution](#)

**282.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Nightmare05's solution](#)

**283.**

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Nightmare05's solution](#)

**284.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[Nightmare05's solution](#)

**285.**

1255E1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Nightmare05's solution](#)

**286.**

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Nightmare05's solution](#)

**287.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Nightmare05's solution](#)

**288.**

49D

[Game](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Nightmare05's solution](#)

**289.**

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Nightmare05's solution](#)

**290.**

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games

[Nightmare05's solution](#)

**291.**

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[Nightmare05's solution](#)

**292.**

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Nightmare05's solution](#)

**293.**

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Nightmare05's solution](#)

**294.**

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Nightmare05's solution](#)

**295.**

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Nightmare05's solution](#)

**296.**

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Nightmare05's solution](#)

**297.**

478C

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

Quality: 20,591 global accepts · Rating: 1800 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Nightmare05's solution](#)

**298.**

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2025-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Nightmare05's solution](#)

**299.**

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[Nightmare05's solution](#)

**300.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Nightmare05's solution](#)

**301.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · last AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[Nightmare05's solution](#)

**302.**

1178E

[Archaeology](#) · [Tutorial](#)

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

[Nightmare05's solution](#)

**303.**

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[Nightmare05's solution](#)

**304.**

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Nightmare05's solution](#)

**305.**

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Nightmare05's solution](#)

**306.**

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[Nightmare05's solution](#)

**307.**

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Nightmare05's solution](#)

**308.**

1090B

[LaTeX Expert](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 1900 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**309.**

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Nightmare05's solution](#)

**310.**

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nightmare05's solution](#)

**311.**

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Nightmare05's solution](#)

**312.**

1064E

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive  
[Nightmare05's solution](#)

**313.**

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation  
[Nightmare05's solution](#)

**314.**

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers  
[Nightmare05's solution](#)

**315.**

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings  
[Nightmare05's solution](#)

**316.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings  
[Nightmare05's solution](#)

**317.**

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers  
[Nightmare05's solution](#)

**318.**

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules  
[Nightmare05's solution](#)

**319.**

381E

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

Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[Nightmare05's solution](#)

**320.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2018-08-22 · last AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures  
[Nightmare05's solution](#)

**321.**

1214E

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

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees  
[Nightmare05's solution](#)

**322.**

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[Nightmare05's solution](#)

**323.**

1104D

[Game with modulo](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math  
[Nightmare05's solution](#)

**324.**

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**325.**

1090L

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

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Nightmare05's solution](#)

**326.**

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**327.**

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory  
[Nightmare05's solution](#)

**328.**

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation  
[Nightmare05's solution](#)

**329.**

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[Nightmare05's solution](#)

**330.**

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices  
[Nightmare05's solution](#)

**331.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2100 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory  
[Nightmare05's solution](#)

**332.**

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[Nightmare05's solution](#)

**333.**

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp  
[Nightmare05's solution](#)

**334.**

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Nightmare05's solution](#)

**335.**

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[Nightmare05's solution](#)

**336.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp  
[Nightmare05's solution](#)

**337.**

1117E

[Decypher the String](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math  
[Nightmare05's solution](#)

**338.**

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities  
[Nightmare05's solution](#)

**339.**

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search  
[Nightmare05's solution](#)

**340.**

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,675 global accepts · Rating: 2200 · first AC: 2018-12-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[Nightmare05's solution](#)

**341.**

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation  
[Nightmare05's solution](#)

**342.**

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings  
[Nightmare05's solution](#)

**343.**

1255F

[Point Ordering](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, interactive

[Nightmare05's solution](#)

**344.**

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2300 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Nightmare05's solution](#)

**345.**

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Nightmare05's solution](#)

**346.**

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Nightmare05's solution](#)

**347.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Nightmare05's solution](#)

**348.**

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: hashing, trees

[Nightmare05's solution](#)

**349.**

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2018-09-07 · last AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Nightmare05's solution](#)

**350.**

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Nightmare05's solution](#)

**351.**

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[Nightmare05's solution](#)

**352.**

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[Nightmare05's solution](#)

**353.**

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games

[Nightmare05's solution](#)

**354.**

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[Nightmare05's solution](#)

**355.**

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Nightmare05's solution](#)

**356.**

958F3

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

Quality: 922 global accepts · Rating: 2600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: fft

[Nightmare05's solution](#)

**357.**

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2019-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[Nightmare05's solution](#)

**358.**

1089I

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

Quality: 459 global accepts · Rating: 2600 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Nightmare05's solution](#)

**359.**

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: flows, math

[Nightmare05's solution](#)

**360.**

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat

[Nightmare05's solution](#)

**361.**

1510I

[Is It Rated?](#) · [Tutorial](#)

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

[Nightmare05's solution](#)

**362.**

1408G

[Clusterization Counting](#) · [Tutorial](#)

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Nightmare05's solution](#)

**363.**

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Nightmare05's solution](#)

**364.**

1686F

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

Rating: 2800 · first AC: 2022-06-08 · last AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Nightmare05's solution](#)

### 365.

1201E1

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

Quality: 146 global accepts · Rating: 2900 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive, shortest paths

[Nightmare05's solution](#)

### 366.

1201E2

[Knightmare \(hard\)](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3000 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive, shortest paths

[Nightmare05's solution](#)

### 367.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Nightmare05's solution](#)

### 368.

103158D

[2wix](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

### 369.

103158G

[Game with Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

### 370.

103158F

[Memeable String](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

### 371.

103158I

[Binary string](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

### 372.

103158C

[Topology vs Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

### 373.

103158E

[AKA AKA learns number theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

### 374.

103158B

[Zero equals Infinity!](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

### 375.

103158K

[Helping Eagle](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**376.**

103158H

[Annoying posts](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**377.**

103158J

[2wix+](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**378.**

103158L

[Memable Ace](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**379.**

103158A

[Sakally Soldier](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**380.**

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: \*special, implementation, math

[Nightmare05's solution](#)

**381.**

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**382.**

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**383.**

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**384.**

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**385.**

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**386.**

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**387.**

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**388.**

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**389.**

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**390.**

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**391.**

102536M

[Thin Ice](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nightmare05's solution](#)

**392.**

102536B

[C.U.P.S.](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nightmare05's solution](#)

**393.**

102536E

[A Floor of Many Doors](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**394.**

102536A

[The Slowden Files](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**395.**

102536C

[Senpai](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nightmare05's solution](#)

**396.**

102536L

[Break the Pattern!](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nightmare05's solution](#)

**397.**

102536K

[I Brook the Code!](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**398.**

102536D

[Move to Remove Confidential Blunders](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nightmare05's solution](#)

**399.**

102785K

[Meson Collider](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nightmare05's solution](#)

**400.**

102785F

[Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · last AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**401.**

102785I

[Noughts and crosses](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**402.**

102785G

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nightmare05's solution](#)

**403.**

102785C

[Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**404.**

102785E

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nightmare05's solution](#)

**405.**

102785J

[R u really ready?](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**406.**

102785D

[We were trying to share an orange ...](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · PyPy 3 (first AC) · Tags: —

[Nightmare05's solution](#)

**407.**

102785H

[A self-describing sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nightmare05's solution](#)

**408.**

102785B

[Gremlins attack!](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**409.**

102785A

[A lazy controller](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nightmare05's solution](#)

**410.**

102860H

[Perfect Round Dance](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**411.**

102860J

[Boring Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nightmare05's solution](#)

**412.**

102860L

[Magnets](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**413.**

102860B

[Triangles and a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**414.**

102860F

[String Art](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**415.**

102860E

[Flag with Stars](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**416.**

102860G

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nightmare05's solution](#)

**417.**

102860A

[Jumping Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**418.**

102860I

[Walk of Three](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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**419.**

102860C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**420.**

102860K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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**421.**

102860D

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nightmare05's solution](#)

**422.**

102788C

[Magic football](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nightmare05's solution](#)

**423.**

102788L

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nightmare05's solution](#)

**424.**

102788F

[Spying Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**425.**

102788K

[Tower of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

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**426.**

102788D

[38 parrots](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**427.**

102788B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nightmare05's solution](#)

**428.**

102788H

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**429.**

102788E

[Black Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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**430.**

102788I

[Hole Punch](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nightmare05's solution](#)

**431.**

102788J

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

Rating: — · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

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**432.**

102788A

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

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nightmare05's solution](#)

**433.**

101630H

[Hack](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nightmare05's solution](#)

**434.**

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**435.**

101630A

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

Rating: — · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**436.**

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**437.**

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**438.**

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**439.**

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

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**440.**

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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**441.**

102028K

[Counting Failures on a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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**442.**

102028H

[Can You Solve the Harder Problem? · Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**443.**

102028C

[Supreme Command · Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**444.**

101808H

[Shahhoud the Chief Judge · Tutorial](#)

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**445.**

101808D

[Simplified 2048 · Tutorial](#)

Rating: — · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**446.**

101808G

[Weird Requirements · Tutorial](#)

Rating: — · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**447.**

101808K

[Another Shortest Path Problem · Tutorial](#)

Rating: — · first AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**448.**

101808E

[Floods · Tutorial](#)

Rating: — · first AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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**449.**

101808I

[Ildar Yalalov · Tutorial](#)

Rating: — · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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**450.**

101808B

[Amer and Graphs · Tutorial](#)

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**451.**

101808C

[Help Shahhoud · Tutorial](#)

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**452.**

101808J

[Saeed and Folan · Tutorial](#)

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[Nightmare05's solution](#)

**453.**

101808F

[Random Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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**454.**

101808A

[Martadella Strikes Again](#) · [Tutorial](#)

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**455.**

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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**456.**

102028B

[Ultraman vs. Aodzilla and Bodzilla](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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**457.**

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-12 · Python 3 (first AC) · Tags: —

[Nightmare05's solution](#)

**458.**

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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**459.**

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

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**460.**

102028A

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Rating: — · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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**461.**

102861K

[Between Us](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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**462.**

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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**463.**

102861D

[Divisibility Dance](#) · [Tutorial](#)

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**464.**

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**465.**

102861L

[Lavaspar](#) · [Tutorial](#)

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**466.**

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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**467.**

102861N

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**468.**

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

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**469.**

102861G

[Game Show!](#) · [Tutorial](#)

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**470.**

102861A

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Rating: — · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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**471.**

102861B

[Battleship](#) · [Tutorial](#)

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**472.**

102700F

[Free restricted flights](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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**473.**

102700H

[Happy game](#) · [Tutorial](#)

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**474.**

102700N

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**475.**

102700I

[Incredible photography](#) · [Tutorial](#)

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**476.**

102700A

[Approach](#) · [Tutorial](#)

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**477.**

102700C

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**478.**

102700B

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**479.**

102700D

[Dice](#) · [Tutorial](#)

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**480.**

102700L

[Lonely day](#) · [Tutorial](#)

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**481.**

102700E

[Enter to the best problem of this contest!](#) · [Tutorial](#)

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**482.**

102700M

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**483.**

102700G

[Great dinner](#) · [Tutorial](#)

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**484.**

102700K

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**485.**

102483A

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**486.**

102483E

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**487.**

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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**488.**

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**489.**

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**490.**

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**491.**

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**492.**

102483K

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**493.**

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**494.**

102500K

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**495.**

102500J

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**496.**

102500H

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**497.**

102500A

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**498.**

102500G

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**499.**

102500C

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102500F

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**501.**

102500E

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**502.**

102500I

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**503.**

102307E

[Extreme Image](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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**504.**

102307J

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**505.**

102307F

[Fraction Formula](#) · [Tutorial](#)

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**506.**

102307L

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Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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**507.**

102307C

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**508.**

102307G

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**509.**

102307A

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**510.**

102307K

[Kernel Of Love](#) · [Tutorial](#)

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**511.**

102307B

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**512.**

102307I

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**513.**

102433H

[Pivoting Points](#) · [Tutorial](#)

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**514.**

102433L

[Carry Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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**515.**

102433J

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**516.**

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

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**517.**

102433A

[Radio Prize](#) · [Tutorial](#)

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**518.**

102433G

[Glow, Little Pixel, Glow](#) · [Tutorial](#)

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**519.**

102433M

[Maze Connect](#) · [Tutorial](#)

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**520.**

102433B

[Perfect Flush](#) · [Tutorial](#)

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**521.**

102433C

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**522.**

102433E

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Rating: — · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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**523.**

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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**524.**

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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**525.**

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**526.**

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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**527.**

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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**528.**

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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**529.**

102501B

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Rating: — · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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**530.**

102501I

[Rats](#) · [Tutorial](#)

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**531.**

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

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**532.**

102431I

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**533.**

102431L

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Rating: — · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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**534.**

102431A

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Rating: — · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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**535.**

100610G

[Gadgets Factory](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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**536.**

100610C

[Commuting Functions](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**537.**

100610F

[Frames](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**538.**

100610H

[Horrible Truth](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**539.**

100610K

[Kitchen Robot](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**540.**

100610A

[Alien Communication Masterclass](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**541.**

100610E

[Explicit Formula](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**542.**

100610D

[Defense of a Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**543.**

1297A

[Likes Display](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[Nightmare05's solution](#)

**544.**

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**545.**

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**546.**

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**547.**

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**548.**

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**549.**

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**550.**

102392C

[Find the Array](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**551.**

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**552.**

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**553.**

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**554.**

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**555.**

101873J

[Word Clock](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**556.**

101873H

[Ratatoskr](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**557.**

101873A

[Drawing Borders](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**558.**

101873F

[Plug It In](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**559.**

101873C

[Joyride](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**560.**

101873E

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**561.**

101873G

[Water Testing](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**562.**

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**563.**

101873I

[Uberwatch](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**564.**

101873D

[Pants On Fire](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**565.**

101873K

[You Are Fired](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**566.**

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**567.**

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**568.**

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**569.**

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**570.**

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**571.**

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**572.**

101341L

[High Probability Cast](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**573.**

101341J

[Catch the Monster](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**574.**

101341K

[Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**575.**

101341A

[Streets of Working Lanterns - 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**576.**

101341F

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**577.**

101341I

[Matrix God](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**578.**

101341H

[Perfect Ban](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**579.**

101341E

[Bonuses and Teleports](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**580.**

101341G

[I love Codeforces](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**581.**

101341B

[Pursuing the Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**582.**

101341C

[Urn with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**583.**

101341M

[Last Man Standing](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**584.**

101341D

[Jumps](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**585.**

102215G

[Akinator](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**586.**

102215M

[Shlakoblock is live!](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**587.**

102215F

[Friendly Fire](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-03 · last AC: 2019-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**588.**

102215D

[Country Division](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**589.**

102215H

[Missing Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**590.**

102215L

[Inscribed Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**591.**

102215I

[Painting a Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**592.**

102215J

[The Power of the Dark Side - 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**593.**

102215A

[Rooms and Passages](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**594.**

102215E

[Third-Party Software - 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**595.**

102215K

[Deck Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**596.**

102215C

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

Rating: — · first AC: 2019-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**597.**

102215B

[Rearrange Columns](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**598.**

102219G

[Timeout](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**599.**

102219F

[Military Class](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**600.**

102219E

[Optimal Slots](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**601.**

102219H

[Are You Safe?](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**602.**

102219K

[Help The Support Lady](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**603.**

102219A

[Mental Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**604.**

102219C

[I Don't Want To Pay For The Late Jar!](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**605.**

102219J

[Kitchen Plates](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**606.**

102219I

[To Crash Or Not To Crash](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**607.**

102219B

[SpongeBob SquarePants](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**608.**

101775F

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**609.**

101775H

[Mr. Panda and Birthday Song](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**610.**

101775L

[SOS](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**611.**

101775B

[Scapegoat](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**612.**

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**613.**

101775J

[Straight Master](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**614.**

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**615.**

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**616.**

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**617.**

102006H

[Bugged System](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**618.**

102006K

[Tourists' Tour](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**619.**

102006B

[Binary Hamming](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**620.**

102006A

[Hello SCPC 2018!](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**621.**

102021B

[Battle Royale](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**622.**

102021E

[Expired License](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**623.**

102021K

[Kitchen Cable Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**624.**

102021L

[Logic Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**625.**

102021H

[Hyper Illuminati](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**626.**

102021G

[GPS](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**627.**

102021F

[Fighting Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**628.**

102021C

[Coolest Ski Route](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**629.**

102021I

[It's Time for a Montage](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**630.**

102021D

[Down the Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**631.**

101401J

[Jackaroo](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**632.**

101401F

[Balloons \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**633.**

101401H

[Data Structures Exam \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**634.**

101401B

[Smiley Faces \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**635.**

101401A

[Smiley Faces \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**636.**

102062F

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

Rating: — · first AC: 2019-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**637.**

102062D

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

Rating: — · first AC: 2019-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**638.**

102062C

[The Blood Moon](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Nightmare05's solution](#)

**639.**

102062B

[Vibranium Gift](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**640.**

102062A

[Bob and BoB](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**641.**

101733D

[Triangle Construction](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**642.**

101733B

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

Rating: — · first AC: 2019-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)

**643.**

101733A

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nightmare05's solution](#)