

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

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Unique solved — ODT

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

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

Filters: none

Count: 209

1.

750A

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

Quality: 92,571 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: [binary search](#), [brute force](#), [implementation](#), [math](#)

[ODT's solution](#)

2.

735A

[Ostap and Grasshopper](#) · [Tutorial](#)

Quality: 13,141 global accepts · Rating: 800 · first AC: 2016-12-16 · GNU C++ (first AC) · Tags: [implementation](#), [strings](#)

[ODT's solution](#)

3.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 800 · first AC: 2016-10-06 · GNU C++ (first AC) · Tags: [constructive algorithms](#), [implementation](#)

[ODT's solution](#)

4.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-10-04 · GNU C++ (first AC) · Tags: [implementation](#)

[ODT's solution](#)

5.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,131 global accepts · Rating: 800 · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: [implementation](#)

[ODT's solution](#)

6.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,599 global accepts · Rating: 800 · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: [implementation](#)

[ODT's solution](#)

7.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-07-31 · GNU C++ (first AC) · Tags: [greedy](#), [implementation](#)

[ODT's solution](#)

8.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,033 global accepts · Rating: 800 · first AC: 2016-07-29 · GNU C++ (first AC) · Tags: [dp](#), [greedy](#), [implementation](#)

[ODT's solution](#)

9.

469A

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

Quality: 121,228 global accepts · Rating: 800 · first AC: 2016-07-28 · GNU C++ (first AC) · Tags: [greedy](#), [implementation](#)

[ODT's solution](#)

10.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,687 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++ (first AC) · Tags: implementation

[ODT's solution](#)

11.

676A

[Nicholas and Permutation](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 800 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[ODT's solution](#)

12.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,679 global accepts · Rating: 800 · first AC: 2016-05-11 · GNU C++ (first AC) · Tags: implementation

[ODT's solution](#)

13.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 800 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: implementation

[ODT's solution](#)

14.

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: math

[ODT's solution](#)

15.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,019 global accepts · Rating: 900 · first AC: 2017-04-23 · GNU C++ (first AC) · Tags: implementation, math

[ODT's solution](#)

16.

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2016-12-26 · GNU C++ (first AC) · Tags: implementation, strings

[ODT's solution](#)

17.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: implementation

[ODT's solution](#)

18.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,973 global accepts · Rating: 900 · first AC: 2016-08-25 · GNU C++ (first AC) · Tags: implementation

[ODT's solution](#)

19.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,345 global accepts · Rating: 900 · first AC: 2016-08-12 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[ODT's solution](#)

20.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,348 global accepts · Rating: 900 · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: implementation

[ODT's solution](#)

21.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2016-07-30 · GNU C++ (first AC) · Tags: implementation

[ODT's solution](#)

22.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,635 global accepts · Rating: 900 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ODT's solution](#)

23.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[ODT's solution](#)

24.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2017-01-23 · GNU C++ (first AC) · Tags: brute force, math, number theory

[ODT's solution](#)

25.

753A

[Santa Claus and Candies](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: dp, greedy, math

[ODT's solution](#)

26.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,995 global accepts · Rating: 1000 · first AC: 2016-12-14 · GNU C++ (first AC) · Tags: implementation, math, number theory

[ODT's solution](#)

27.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: implementation

[ODT's solution](#)

28.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,244 global accepts · Rating: 1000 · first AC: 2016-10-06 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[ODT's solution](#)

29.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2016-08-05 · GNU C++ (first AC) · Tags: math

[ODT's solution](#)

30.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,693 global accepts · Rating: 1000 · first AC: 2016-08-03 · GNU C++ (first AC) · Tags: sortings

[ODT's solution](#)

31.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2016-07-30 · GNU C++ (first AC) · Tags: implementation

[ODT's solution](#)

32.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,867 global accepts · Rating: 1000 · first AC: 2016-07-19 · GNU C++ (first AC) · Tags: implementation

[ODT's solution](#)

33.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,534 global accepts · Rating: 1000 · first AC: 2016-05-11 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, strings

[ODT's solution](#)

34.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: implementation

[ODT's solution](#)

35.

669B

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

Rating: 1000 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: —

[ODT's solution](#)

36.

797A

[k-Factorization](#) · [Tutorial](#)

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

[ODT's solution](#)

37.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2016-12-16 · GNU C++ (first AC) · Tags: greedy, number theory, sortings

[ODT's solution](#)

38.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: greedy

[ODT's solution](#)

39.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: implementation, math

[ODT's solution](#)

40.

706B

[Interesting drink](#) · [Tutorial](#)

Quality: 84,489 global accepts · Rating: 1100 · first AC: 2016-08-12 · GNU C++ (first AC) · Tags: binary search, dp, implementation

[ODT's solution](#)

41.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-08-10 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[ODT's solution](#)

42.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: games, math

[ODT's solution](#)

43.

7A

[Kalevitch and Chess](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2016-08-02 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

[ODT's solution](#)

44.

300A

[Array](#) · [Tutorial](#)

Quality: 27,236 global accepts · Rating: 1100 · first AC: 2016-07-26 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[ODT's solution](#)

45.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-16 · GNU C++ (first AC) · Tags: math

[ODT's solution](#)

46.

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2016-04-29 · GNU C++ (first AC) · Tags: constructive algorithms, geometry

[ODT's solution](#)

47.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2016-04-29 · GNU C++ (first AC) · Tags: geometry, math

[ODT's solution](#)

48.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2017-04-11 · GNU C++ (first AC) · Tags: greedy, sortings

[ODT's solution](#)

49.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,052 global accepts · Rating: 1200 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[ODT's solution](#)

50.

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[ODT's solution](#)

51.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: implementation, sortings

[ODT's solution](#)

52.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[ODT's solution](#)

53.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-08-10 · GNU C++ (first AC) · Tags: greedy, sortings

[ODT's solution](#)

54.

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,550 global accepts · Rating: 1200 · first AC: 2016-07-31 · GNU C++ (first AC) · Tags: data structures, math

[ODT's solution](#)

55.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2017-04-21 · GNU C++ (first AC) · Tags: brute force, dp, strings

[ODT's solution](#)

56.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: geometry, implementation

[ODT's solution](#)

57.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,538 global accepts · Rating: 1300 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[ODT's solution](#)

58.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1300 · first AC: 2016-10-04 · GNU C++ (first AC) · Tags: greedy, two pointers

[ODT's solution](#)

59.

430C

[Xor-tree](#) · [Tutorial](#)

Rating: 1300 · first AC: 2016-08-08 · GNU C++ (first AC) · Tags: brute force, data structures, dfs and similar, trees

[ODT's solution](#)

60.

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,355 global accepts · Rating: 1300 · first AC: 2016-07-28 · GNU C++ (first AC) · Tags: implementation

[ODT's solution](#)

61.

673B

[Problems for Round](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: greedy, implementation

[ODT's solution](#)

62.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,001 global accepts · Rating: 1300 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: implementation, sortings

[ODT's solution](#)

63.

804B

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

Quality: 10,163 global accepts · Rating: 1400 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: combinatorics, greedy, implementation, math

[ODT's solution](#)

64.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2017-04-15 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[ODT's solution](#)

65.

745B

[Hongcow Solves A Puzzle](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2016-12-26 · GNU C++ (first AC) · Tags: implementation

[ODT's solution](#)

66.

680C

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

Rating: 1400 · first AC: 2016-10-06 · GNU C++ (first AC) · Tags: constructive algorithms, interactive, math, number theory

[ODT's solution](#)

67.

714C

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

Rating: 1400 · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: data structures, implementation

[ODT's solution](#)

68.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-08-10 · GNU C++ (first AC) · Tags: data structures, geometry, implementation, sortings

[ODT's solution](#)

69.

430B

[Balls Game](#) · [Tutorial](#)

Quality: 4,120 global accepts · Rating: 1400 · first AC: 2016-08-08 · GNU C++ (first AC) · Tags: brute force, two pointers

[ODT's solution](#)

70.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: implementation, math

[ODT's solution](#)

71.

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,142 global accepts · Rating: 1400 · first AC: 2016-08-01 · GNU C++ (first AC) · Tags: implementation

[ODT's solution](#)

72.

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-07-19 · GNU C++ (first AC) · Tags: brute force, dp

[ODT's solution](#)

73.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++ (first AC) · Tags: implementation

[ODT's solution](#)

74.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-01 · GNU C++ (first AC) · Tags: implementation, math

[ODT's solution](#)

75.

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2016-05-16 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math

[ODT's solution](#)

76.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[ODT's solution](#)

77.

669C

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

Rating: 1400 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[ODT's solution](#)

78.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,119 global accepts · Rating: 1500 · first AC: 2017-01-23 · GNU C++ (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[ODT's solution](#)

79.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,404 global accepts · Rating: 1500 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ODT's solution](#)

80.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,732 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[ODT's solution](#)

81.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2016-12-14 · GNU C++ (first AC) · Tags: brute force, math, number theory

[ODT's solution](#)

82.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math

[ODT's solution](#)

83.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: dp, greedy

[ODT's solution](#)

84.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2016-08-25 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[ODT's solution](#)

85.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: dp, implementation

[ODT's solution](#)

86.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,802 global accepts · Rating: 1500 · first AC: 2016-07-31 · GNU C++ (first AC) · Tags: binary search, strings, two pointers

[ODT's solution](#)

87.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,902 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++ (first AC) · Tags: binary search, implementation, two pointers

[ODT's solution](#)

88.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,634 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++ (first AC) · Tags: brute force, data structures, implementation, math

[ODT's solution](#)

89.

469C

[24 Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-07-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[ODT's solution](#)

90.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2016-07-26 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs

[ODT's solution](#)

91.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-01 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[ODT's solution](#)

92.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,443 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: binary search, dp, strings, two pointers

[ODT's solution](#)

93.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: implementation, math

[ODT's solution](#)

94.

673C

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: —

[ODT's solution](#)

95.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1500 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: binary search, implementation

[ODT's solution](#)

96.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[ODT's solution](#)

97.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: binary search, greedy, math

[ODT's solution](#)

98.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,750 global accepts · Rating: 1600 · first AC: 2016-12-16 · GNU C++ (first AC) · Tags: math, number theory

[ODT's solution](#)

99.

735C

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

Quality: 7,966 global accepts · Rating: 1600 · first AC: 2016-12-16 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[ODT's solution](#)

100.

742D

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-14 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu

[ODT's solution](#)

101.

742C

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-14 · GNU C++ (first AC) · Tags: dfs and similar, math

[ODT's solution](#)

102.

715A

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

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

[ODT's solution](#)

103.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,368 global accepts · Rating: 1600 · first AC: 2016-08-12 · GNU C++ (first AC) · Tags: dp, strings

[ODT's solution](#)

104.

430D

[Working out](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-08-08 · GNU C++ (first AC) · Tags: brute force, dp

[ODT's solution](#)

105.

430A

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

Quality: 2,407 global accepts · Rating: 1600 · first AC: 2016-08-08 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[ODT's solution](#)

106.

705C

[Thor](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: brute force, data structures, implementation

[ODT's solution](#)

107.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2016-08-05 · GNU C++ (first AC) · Tags: implementation, math

[ODT's solution](#)

108.

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2016-08-02 · GNU C++ (first AC) · Tags: implementation

[ODT's solution](#)

109.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2017-04-15 · GNU C++ (first AC) · Tags: data structures, greedy, strings

[ODT's solution](#)

110.

465C

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

Rating: 1700 · first AC: 2016-07-30 · GNU C++ (first AC) · Tags: brute force

[ODT's solution](#)

111.

699D

[Fix a Tree](#) · [Tutorial](#)

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

[ODT's solution](#)

112.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: data structures, dsu, strings

[ODT's solution](#)

113.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: binary search, greedy

[ODT's solution](#)

114.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: geometry

[ODT's solution](#)

115.

301A

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

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2017-01-23 · GNU C++ (first AC) · Tags: constructive algorithms

[ODT's solution](#)

116.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[ODT's solution](#)

117.

675D

[Tree Construction](#) · [Tutorial](#)

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-08-15 · GNU C++ (first AC) · Tags: data structures, trees

[ODT's solution](#)

118.

706D

[Vasily's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2016-08-12 · GNU C++ (first AC) · Tags: binary search, bitmasks, data structures, trees

[ODT's solution](#)

119.

37B

[Computer Game](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 1800 · first AC: 2016-08-03 · GNU C++ (first AC) · Tags: greedy, implementation

[ODT's solution](#)

120.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2016-08-02 · GNU C++ (first AC) · Tags: math, number theory

[ODT's solution](#)

121.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-31 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[ODT's solution](#)

122.

669D

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

Rating: 1800 · first AC: 2016-07-28 · last AC: 2016-07-28 · GNU C++ (first AC) · Tags: data structures, implementation, math

[ODT's solution](#)

123.

300C

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

Quality: 11,761 global accepts · Rating: 1800 · first AC: 2016-07-26 · GNU C++ (first AC) · Tags: brute force, combinatorics

[ODT's solution](#)

124.

672C

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

Rating: 1800 · first AC: 2016-05-11 · GNU C++ (first AC) · Tags: brute force, geometry, greedy, implementation

[ODT's solution](#)

125.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2017-01-04 · GNU C++ (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[ODT's solution](#)

126.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, interactive

[ODT's solution](#)

127.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: data structures, greedy, strings

[ODT's solution](#)

128.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ODT's solution](#)

129.

651D

[Image Preview](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-08-10 · GNU C++ (first AC) · Tags: binary search, brute force, dp, two pointers

[ODT's solution](#)

130.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,159 global accepts · Rating: 1900 · first AC: 2016-08-03 · GNU C++ (first AC) · Tags: data structures, greedy, trees

[ODT's solution](#)

131.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2016-08-01 · GNU C++ (first AC) · Tags: dp

[ODT's solution](#)

132.

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2016-07-29 · GNU C++ (first AC) · Tags: math

[ODT's solution](#)

133.

700A

[As Fast As Possible](#) · [Tutorial](#)

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

[ODT's solution](#)

134.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2017-04-15 · GNU C++ (first AC) · Tags: brute force, data structures, dp

[ODT's solution](#)

135.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2017-04-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[ODT's solution](#)

136.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2016-10-07 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[ODT's solution](#)

137.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2000 · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: number theory

[ODT's solution](#)

138.

465D

[Restore Cube](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-07-30 · GNU C++ (first AC) · Tags: brute force

[ODT's solution](#)

139.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2016-07-29 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[ODT's solution](#)

140.

669E

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-07-28 · GNU C++ (first AC) · Tags: data structures

[ODT's solution](#)

141.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2016-07-28 · GNU C++ (first AC) · Tags: data structures

[ODT's solution](#)

142.

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: graphs, implementation, shortest paths

[ODT's solution](#)

143.

301B

[Yaroslav and Time](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2017-01-23 · GNU C++ (first AC) · Tags: binary search, graphs, shortest paths

[ODT's solution](#)

144.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-08-15 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[ODT's solution](#)

145.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2100 · first AC: 2016-08-06 · GNU C++ (first AC) · Tags: data structures

[ODT's solution](#)

146.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2016-08-06 · GNU C++ (first AC) · Tags: geometry, implementation

[ODT's solution](#)

147.

1C

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

Quality: 6,483 global accepts · Rating: 2100 · first AC: 2016-08-05 · GNU C++ (first AC) · Tags: geometry, math

[ODT's solution](#)

148.

464C

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

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2016-07-30 · GNU C++ (first AC) · Tags: dp

[ODT's solution](#)

149.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,109 global accepts · Rating: 2100 · first AC: 2016-07-29 · GNU C++ (first AC) · Tags: data structures, graphs

[ODT's solution](#)

150.

301D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2017-01-22 · GNU C++ (first AC) · Tags: data structures

[ODT's solution](#)

151.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, dp

[ODT's solution](#)

152.

680D

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

Rating: 2200 · first AC: 2016-10-06 · GNU C++ (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[ODT's solution](#)

153.

714D

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

Rating: 2200 · first AC: 2016-10-06 · GNU C++ (first AC) · Tags: binary search, interactive

[ODT's solution](#)

154.

651E

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

Rating: 2200 · first AC: 2016-08-10 · GNU C++ (first AC) · Tags: dsu, graphs, greedy

[ODT's solution](#)

155.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: data structures, divide and conquer, geometry

[ODT's solution](#)

156.

7D

[Palindrome Degree](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2016-08-02 · GNU C++ (first AC) · Tags: hashing, strings

[ODT's solution](#)

157.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2016-08-01 · GNU C++ (first AC) · Tags: greedy, hashing, string suffix structures

[ODT's solution](#)

158.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[ODT's solution](#)

159.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2017-04-28 · GNU C++ (first AC) · Tags: data structures

[ODT's solution](#)

160.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-23 · GNU C++ (first AC) · Tags: geometry, implementation, math, sortings

[ODT's solution](#)

161.

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[ODT's solution](#)

162.

675E

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

Quality: 3,332 global accepts · Rating: 2300 · first AC: 2016-10-09 · GNU C++ (first AC) · Tags: data structures, dp, greedy

[ODT's solution](#)

163.

716D

[Complete The Graph](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-10-05 · GNU C++ (first AC) · Tags: graphs, shortest paths

[ODT's solution](#)

164.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 2300 · first AC: 2016-09-15 · GNU C++ (first AC) · Tags: dp, sortings

[ODT's solution](#)

165.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[ODT's solution](#)

166.

677E

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

Quality: 755 global accepts · Rating: 2300 · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation

[ODT's solution](#)

167.

677D

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

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2016-08-14 · GNU C++ (first AC) · Tags: data structures, dp, graphs, shortest paths

[ODT's solution](#)

168.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2016-08-09 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[ODT's solution](#)

169.

37D

[Lesson Timetable](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2300 · first AC: 2016-08-03 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[ODT's solution](#)

170.

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2016-07-28 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, strings

[ODT's solution](#)

171.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,106 global accepts · Rating: 2300 · first AC: 2016-07-26 · GNU C++ (first AC) · Tags: binary search, math, number theory

[ODT's solution](#)

172.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2016-07-26 · GNU C++ (first AC) · Tags: dp, fft

[ODT's solution](#)

173.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2017-01-23 · GNU C++ (first AC) · Tags: number theory

[ODT's solution](#)

174.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[ODT's solution](#)

175.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2016-07-29 · GNU C++ (first AC) · Tags: math

[ODT's solution](#)

176.

668C

[Little Artem and Random Variable](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-07-28 · GNU C++ (first AC) · Tags: math, probabilities

[ODT's solution](#)

177.

699E

[LRU](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-07-21 · GNU C++ (first AC) · Tags: bitmasks, dp, math, probabilities

[ODT's solution](#)

178.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 2500 · first AC: 2017-12-30 · last AC: 2017-12-30 · GNU C++ (first AC) · Tags: data structures

[ODT's solution](#)

179.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2017-01-23 · GNU C++ (first AC) · Tags: dp

[ODT's solution](#)

180.

301C

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

Quality: 488 global accepts · Rating: 2500 · first AC: 2017-01-23 · GNU C++ (first AC) · Tags: constructive algorithms

[ODT's solution](#)

181.

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2016-12-17 · GNU C++ (first AC) · Tags: dp, trees

[ODT's solution](#)

182.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2016-08-12 · GNU C++ (first AC) · Tags: data structures, implementation

[ODT's solution](#)

183.

705D

[Ant Man](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-08-08 · GNU C++ (first AC) · Tags: dp, graphs

[ODT's solution](#)

184.

469E

[Hack it!](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-07-29 · Python 2 (first AC) · Tags: constructive algorithms

[ODT's solution](#)

185.

750E

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

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2017-01-04 · GNU C++ (first AC) · Tags: data structures, divide and conquer, dp, matrices

[ODT's solution](#)

186.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2016-12-14 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ODT's solution](#)

187.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[ODT's solution](#)

188.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-08-11 · GNU C++ (first AC) · Tags: binary search, data structures, dp, hashing

[ODT's solution](#)

189.

703E

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

Quality: 670 global accepts · Rating: 2600 · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: dp, number theory

[ODT's solution](#)

190.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: constructive algorithms

[ODT's solution](#)

191.

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2016-08-02 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[ODT's solution](#)

192.

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2016-08-02 · GNU C++ (first AC) · Tags: dp, expression parsing, implementation

[ODT's solution](#)

193.

701F

[Break Up](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-08-01 · GNU C++ (first AC) · Tags: graphs

[ODT's solution](#)

194.

699F

[Limak and Shooting Points](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-07-27 · GNU C++ (first AC) · Tags: —

[ODT's solution](#)

195.

183D

[T-shirt](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2700 · first AC: 2017-04-28 · GNU C++ (first AC) · Tags: dp, greedy, probabilities

[ODT's solution](#)

196.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: combinatorics, dp, trees

[ODT's solution](#)

197.

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2016-10-05 · GNU C++ (first AC) · Tags: dfs and similar, divide and conquer, trees

[ODT's solution](#)

198.

113D

[Museum](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2700 · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: math, matrices, probabilities

[ODT's solution](#)

199.

461D

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

Quality: 401 global accepts · Rating: 2800 · first AC: 2017-04-11 · GNU C++ (first AC) · Tags: dsu, math

[ODT's solution](#)

200.

204E

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

Quality: 1,435 global accepts · Rating: 2800 · first AC: 2017-02-13 · GNU C++ (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[ODT's solution](#)

201.

301E

[Yaroslav and Arrangements](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2017-01-18 · last AC: 2017-01-18 · GNU C++ (first AC) · Tags: dp

[ODT's solution](#)

202.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: dp

[ODT's solution](#)

203.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2016-08-01 · GNU C++ (first AC) · Tags: data structures

[ODT's solution](#)

204.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2017-01-23 · GNU C++ (first AC) · Tags: strings

[ODT's solution](#)

205.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2016-12-15 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[ODT's solution](#)

206.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2016-07-31 · GNU C++ (first AC) · Tags: dfs and similar, divide and conquer, dsu

[ODT's solution](#)

207.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2016-08-09 · GNU C++ (first AC) · Tags: graphs

[ODT's solution](#)

208.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2017-04-28 · last AC: 2017-04-28 · GNU C++ (first AC) · Tags: constructive algorithms, flows, graphs

[ODT's solution](#)

209.

101190M

[Mole Tunnels](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · last AC: 2017-03-25 · GNU C++ (first AC) · Tags: —

[ODT's solution](#)