

Unique solved — Petr

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1.

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2084A

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9.

2061A

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30.

1769A

[B47CmD0 4Cä@Cä3C](#)

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1738A

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32.

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49.

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63.

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70.

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71.

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85.

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87.

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89.

1769B1

[A = >008D >C\\$0C08CR DC 9C'>C" •](#)

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90.

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96.

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97.

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99.

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100.

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3A

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2084B

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105.

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107.

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy

[Petr's solution](#)

108.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Petr's solution](#)

109.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Petr's solution](#)

110.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Petr's solution](#)

111.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,534 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Petr's solution](#)

112.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Petr's solution](#)

113.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Petr's solution](#)

114.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[Petr's solution](#)

115.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Petr's solution](#)

116.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[Petr's solution](#)

117.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Petr's solution](#)

118.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Petr's solution](#)

119.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: greedy, implementation
[Petr's solution](#)

120.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · Java 8 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings
[Petr's solution](#)

121.

618B

[Guess the Permutation](#) · [Tutorial](#)

Quality: 8,323 global accepts · Rating: 1100 · first AC: 2016-01-29 · Java 8 (first AC) · Tags: constructive algorithms
[Petr's solution](#)

122.

324C1

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

Rating: 1100 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: —
[Petr's solution](#)

123.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: greedy
[Petr's solution](#)

124.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: implementation
[Petr's solution](#)

125.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2012-12-22 · Java 6 (first AC) · Tags: greedy, math
[Petr's solution](#)

126.

196A

[Lexicographically Maximum Subsequence](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2012-06-12 · Java 6 (first AC) · Tags: greedy, strings
[Petr's solution](#)

127.

188D

[Asterisks](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 1100 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation
[Petr's solution](#)

128.

188A

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

Quality: 848 global accepts · Rating: 1100 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special
[Petr's solution](#)

129.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2011-10-27 · Java 6 (first AC) · Tags: implementation

[Petr's solution](#)

130.

68A

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

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2011-03-18 · GNU C++ (first AC) · Tags: implementation, number theory

[Petr's solution](#)

131.

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2010-12-05 · Java 6 (first AC) · Tags: implementation

[Petr's solution](#)

132.

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2010-04-01 · Java 6 (first AC) · Tags: brute force, constructive algorithms

[Petr's solution](#)

133.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,129 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Petr's solution](#)

134.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Petr's solution](#)

135.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Petr's solution](#)

136.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[Petr's solution](#)

137.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Petr's solution](#)

138.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Petr's solution](#)

139.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[Petr's solution](#)

140.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,955 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[Petr's solution](#)

141.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[Petr's solution](#)

142.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[Petr's solution](#)

143.

1769C1

[A6X001D CD\\$:C](#) · [Tutorial](#)

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, greedy
[Petr's solution](#)

144.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[Petr's solution](#)

145.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[Petr's solution](#)

146.

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[Petr's solution](#)

147.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[Petr's solution](#)

148.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[Petr's solution](#)

149.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Petr's solution](#)

150.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Petr's solution](#)

151.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Petr's solution](#)

152.

1149A

[Prefix Sum Primes](#) · [Tutorial](#)

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2019-04-29 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Petr's solution](#)

153.

1097B

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

Quality: 35,945 global accepts · Rating: 1200 · first AC: 2019-01-04 · Java 8 (first AC) · Tags: bitmasks, brute force, dp

[Petr's solution](#)

154.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: implementation

[Petr's solution](#)

155.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · Java 8 (first AC) · Tags: brute force, implementation

[Petr's solution](#)

156.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · Java 8 (first AC) · Tags: brute force, math

[Petr's solution](#)

157.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,269 global accepts · Rating: 1200 · first AC: 2017-05-13 · Java 8 (first AC) · Tags: geometry, math

[Petr's solution](#)

158.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: brute force, constructive algorithms, implementation

[Petr's solution](#)

159.

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: greedy, math

[Petr's solution](#)

160.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[Petr's solution](#)

161.

379B

[New Year Present](#) · [Tutorial](#)

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

[Petr's solution](#)

162.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,512 global accepts · Rating: 1200 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: graphs, implementation

[Petr's solution](#)

163.

264A

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

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2013-01-20 · Java 7 (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[Petr's solution](#)

164.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,331 global accepts · Rating: 1200 · first AC: 2012-08-18 · Java 6 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Petr's solution](#)

165.

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2012-04-04 · Java 6 (first AC) · Tags: *special, implementation, number theory

[Petr's solution](#)

166.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1200 · first AC: 2011-04-30 · Java 6 (first AC) · Tags: greedy

[Petr's solution](#)

167.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2011-01-14 · Java 6 (first AC) · Tags: implementation, math

[Petr's solution](#)

168.

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,495 global accepts · Rating: 1200 · first AC: 2010-05-29 · Java 6 (first AC) · Tags: implementation, sortings

[Petr's solution](#)

169.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2010-04-08 · Java 6 (first AC) · Tags: strings

[Petr's solution](#)

170.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1200 · first AC: 2010-03-20 · Java 6 (first AC) · Tags: implementation, strings

[Petr's solution](#)

171.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Petr's solution](#)

172.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[Petr's solution](#)

173.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Petr's solution](#)

174.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Petr's solution](#)

175.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Petr's solution](#)

176.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Petr's solution](#)

177.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Petr's solution](#)

178.

1810C

[Make It Permutation](#) · [Tutorial](#)

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Petr's solution](#)

179.

1769C2

[A6700D CD\\$C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp

[Petr's solution](#)

180.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Petr's solution](#)

181.

1667A

[Make it Increasing](#) · [Tutorial](#)

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[Petr's solution](#)

182.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[Petr's solution](#)

183.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[Petr's solution](#)

184.

1601A

[Array Elimination](#) · [Tutorial](#)

Quality: 21,088 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory
[Petr's solution](#)

185.

1563A

[Charmed by the Game](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: math
[Petr's solution](#)

186.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,384 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[Petr's solution](#)

187.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings
[Petr's solution](#)

188.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings
[Petr's solution](#)

189.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Petr's solution](#)

190.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,773 global accepts · Rating: 1300 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: data structures, sortings, two pointers
[Petr's solution](#)

191.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: implementation, math, number theory

[Petr's solution](#)

192.

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: binary search, flows, greedy, sortings

[Petr's solution](#)

193.

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · Java 8 (first AC) · Tags: dsu, implementation

[Petr's solution](#)

194.

889A

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

Rating: 1300 · first AC: 2017-11-12 · Java 8 (first AC) · Tags: greedy, implementation, trees

[Petr's solution](#)

195.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · Java 8 (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[Petr's solution](#)

196.

755C

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

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2017-01-15 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Petr's solution](#)

197.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · Java 8 (first AC) · Tags: geometry, implementation

[Petr's solution](#)

198.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · Java 8 (first AC) · Tags: constructive algorithms, dp, math

[Petr's solution](#)

199.

611B

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2015-12-30 · Java 7 (first AC) · Tags: bitmasks, brute force, implementation

[Petr's solution](#)

200.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · Java 7 (first AC) · Tags: implementation, math, number theory

[Petr's solution](#)

201.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: brute force, implementation

[Petr's solution](#)

202.

472B

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

Quality: 7,646 global accepts · Rating: 1300 · first AC: 2014-09-28 · Java 8 (first AC) · Tags: —

[Petr's solution](#)

203.

303A

[Lucky Permutation Triple](#) · [Tutorial](#)

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2013-05-12 · Java 7 (first AC) · Tags: constructive algorithms, implementation, math

[Petr's solution](#)

204.

291B

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

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-13 · Java 7 (first AC) · Tags: *special, implementation, strings

[Petr's solution](#)

205.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,342 global accepts · Rating: 1300 · first AC: 2012-12-06 · Java 6 (first AC) · Tags: binary search, combinatorics, two pointers

[Petr's solution](#)

206.

188B

[A + Reverse B](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 1300 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation

[Petr's solution](#)

207.

173A

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

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-04-06 · Java 6 (first AC) · Tags: implementation, math

[Petr's solution](#)

208.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2011-11-03 · Java 6 (first AC) · Tags: implementation, number theory, strings

[Petr's solution](#)

209.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,023 global accepts · Rating: 1300 · first AC: 2011-05-20 · Java 6 (first AC) · Tags: constructive algorithms, implementation

[Petr's solution](#)

210.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2011-03-26 · Java 6 (first AC) · Tags: math

[Petr's solution](#)

211.

54A

[Presents](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1300 · first AC: 2011-01-11 · Java 6 (first AC) · Tags: implementation

[Petr's solution](#)

212.

51A

[Cheaterius's Problem](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2010-12-28 · Java 6 (first AC) · Tags: implementation

[Petr's solution](#)

213.

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2010-11-05 · Java 6 (first AC) · Tags: constructive algorithms, geometry, implementation, math

[Petr's solution](#)

214.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,547 global accepts · Rating: 1300 · first AC: 2010-10-19 · Java 6 (first AC) · Tags: implementation

[Petr's solution](#)

215.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Petr's solution](#)

216.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Petr's solution](#)

217.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Petr's solution](#)

218.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Petr's solution](#)

219.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,710 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Petr's solution](#)

220.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,705 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Petr's solution](#)

221.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Petr's solution](#)

222.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Petr's solution](#)

223.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Petr's solution](#)

224.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Petr's solution](#)

225.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Petr's solution](#)

226.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Petr's solution](#)

227.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Petr's solution](#)

228.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Petr's solution](#)

229.

1769B2

[Aa>C08Dl>C\\$0C08CR DC 9C'>C" "•](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, brute force, math

[Petr's solution](#)

230.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Petr's solution](#)

231.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Petr's solution](#)

232.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[Petr's solution](#)

233.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[Petr's solution](#)

234.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[Petr's solution](#)

235.

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[Petr's solution](#)

236.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[Petr's solution](#)

237.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[Petr's solution](#)

238.

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
[Petr's solution](#)

239.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · Java 8 (first AC) · Tags: greedy, implementation
[Petr's solution](#)

240.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · Java 8 (first AC) · Tags: math, number theory
[Petr's solution](#)

241.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2018-06-24 · Java 8 (first AC) · Tags: greedy, implementation, math
[Petr's solution](#)

242.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-05 · Java 8 (first AC) · Tags: implementation
[Petr's solution](#)

243.

866A

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

Rating: 1400 · first AC: 2017-09-30 · Java 8 (first AC) · Tags: combinatorics, constructive algorithms, math

[Petr's solution](#)

244.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,941 global accepts · Rating: 1400 · first AC: 2016-07-19 · Java 8 (first AC) · Tags: dp

[Petr's solution](#)

245.

679A

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

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2016-06-08 · Java 8 (first AC) · Tags: constructive algorithms, interactive, math

[Petr's solution](#)

246.

668A

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

Rating: 1400 · first AC: 2016-04-24 · Java 8 (first AC) · Tags: implementation

[Petr's solution](#)

247.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Petr's solution](#)

248.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 1400 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: brute force, implementation

[Petr's solution](#)

249.

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: dfs and similar, greedy, implementation

[Petr's solution](#)

250.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: brute force

[Petr's solution](#)

251.

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · Java 8 (first AC) · Tags: greedy

[Petr's solution](#)

252.

436B

[Om Nom and Spiders](#) · [Tutorial](#)

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · Java 7 (first AC) · Tags: implementation, math

[Petr's solution](#)

253.

438A

[The Child and Toy](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-06-01 · Java 7 (first AC) · Tags: greedy, sortings

[Petr's solution](#)

254.

388A

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

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · Java 7 (first AC) · Tags: greedy, sortings

[Petr's solution](#)

255.

379C

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

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

[Petr's solution](#)

256.

326A

[Banana](#) · [Tutorial](#)

Rating: 1400 · first AC: 2013-08-03 · Java 7 (first AC) · Tags: —

[Petr's solution](#)

257.

324A1

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

Rating: 1400 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: —

[Petr's solution](#)

258.

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: math

[Petr's solution](#)

259.

277A

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

Quality: 21,578 global accepts · Rating: 1400 · first AC: 2013-02-28 · Java 7 (first AC) · Tags: dfs and similar, dsu

[Petr's solution](#)

260.

261A

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

Quality: 5,609 global accepts · Rating: 1400 · first AC: 2013-01-13 · Java 6 (first AC) · Tags: greedy, sortings

[Petr's solution](#)

261.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2012-06-22 · Java 6 (first AC) · Tags: shortest paths

[Petr's solution](#)

262.

188E

[HQ9+](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 1400 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation

[Petr's solution](#)

263.

188F

[Binary Notation](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1400 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation

[Petr's solution](#)

264.

188C

[LCM](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 1400 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation, math

[Petr's solution](#)

265.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1400 · first AC: 2012-02-17 · Java 6 (first AC) · Tags: games, math, number theory

[Petr's solution](#)

266.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,895 global accepts · Rating: 1400 · first AC: 2011-05-04 · Java 6 (first AC) · Tags: implementation

[Petr's solution](#)

267.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,990 global accepts · Rating: 1400 · first AC: 2011-04-30 · Java 6 (first AC) · Tags: implementation, sortings

[Petr's solution](#)

268.

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 1400 · first AC: 2010-04-08 · Java 6 (first AC) · Tags: constructive algorithms, graphs, implementation

[Petr's solution](#)

269.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Petr's solution](#)

270.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Petr's solution](#)

271.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Petr's solution](#)

272.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Petr's solution](#)

273.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Petr's solution](#)

274.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Petr's solution](#)

275.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[Petr's solution](#)

276.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Petr's solution](#)

277.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[Petr's solution](#)

278.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Petr's solution](#)

279.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Petr's solution](#)

280.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[Petr's solution](#)

281.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Petr's solution](#)

282.

1368B

[Codeforces Subsequences](#) · [Tutorial](#)

Quality: 21,426 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Petr's solution](#)

283.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Petr's solution](#)

284.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Petr's solution](#)

285.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · MS C++ 2017 (first AC) · Tags: greedy, math

[Petr's solution](#)

286.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[Petr's solution](#)

287.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2019-06-21 · Java 8 (first AC) · Tags: data structures, implementation

[Petr's solution](#)

288.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · Java 8 (first AC) · Tags: brute force, data structures, graphs

[Petr's solution](#)

289.

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Petr's solution](#)

290.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[Petr's solution](#)

291.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · Java 8 (first AC) · Tags: binary search, math

[Petr's solution](#)

292.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · Java 8 (first AC) · Tags: brute force, greedy, implementation, math

[Petr's solution](#)

293.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · Java 8 (first AC) · Tags: dfs and similar, graphs, trees

[Petr's solution](#)

294.

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-29 · Java 8 (first AC) · Tags: brute force, geometry, implementation, math

[Petr's solution](#)

295.

875B

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

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · Java 8 (first AC) · Tags: dsu, implementation, sortings, two pointers

[Petr's solution](#)

296.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · Java 8 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[Petr's solution](#)

297.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · Java 8 (first AC) · Tags: dp, games
[Petr's solution](#)

298.

790A

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

Rating: 1500 · first AC: 2017-03-18 · Java 8 (first AC) · Tags: constructive algorithms, greedy
[Petr's solution](#)

299.

744A

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

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-17 · Java 8 (first AC) · Tags: dfs and similar, graphs
[Petr's solution](#)

300.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · Java 7 (first AC) · Tags: dp, implementation
[Petr's solution](#)

301.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2015-07-30 · Java 8 (first AC) · Tags: dp, math, number theory
[Petr's solution](#)

302.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · Java 8 (first AC) · Tags: implementation
[Petr's solution](#)

303.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-02 · Java 8 (first AC) · Tags: greedy, math
[Petr's solution](#)

304.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · Java 8 (first AC) · Tags: greedy
[Petr's solution](#)

305.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · Java 7 (first AC) · Tags: greedy
[Petr's solution](#)

306.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-04-27 · Java 7 (first AC) · Tags: brute force, sortings
[Petr's solution](#)

307.

409H

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

Quality: 9,487 global accepts · Rating: 1500 · first AC: 2014-04-01 · Python 2 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[Petr's solution](#)

308.

403A

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

Rating: 1500 · first AC: 2014-03-16 · Java 7 (first AC) · Tags: constructive algorithms, graphs

[Petr's solution](#)

309.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-11-26 · Java 7 (first AC) · Tags: data structures, implementation

[Petr's solution](#)

310.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,494 global accepts · Rating: 1500 · first AC: 2013-07-20 · Java 7 (first AC) · Tags: dfs and similar, shortest paths

[Petr's solution](#)

311.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2013-07-20 · Java 7 (first AC) · Tags: constructive algorithms, greedy

[Petr's solution](#)

312.

324A2

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

Rating: 1500 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: —

[Petr's solution](#)

313.

325A

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

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2013-07-13 · Java 7 (first AC) · Tags: implementation

[Petr's solution](#)

314.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: brute force, data structures

[Petr's solution](#)

315.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: brute force, dfs and similar

[Petr's solution](#)

316.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2013-04-22 · Java 7 (first AC) · Tags: games, greedy

[Petr's solution](#)

317.

274A

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

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2013-02-20 · Java 7 (first AC) · Tags: binary search, greedy, sortings

[Petr's solution](#)

318.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,021 global accepts · Rating: 1500 · first AC: 2013-01-20 · Java 7 (first AC) · Tags: dp, number theory

[Petr's solution](#)

319.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2012-04-04 · Java 6 (first AC) · Tags: *special, number theory

[Petr's solution](#)

320.

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2012-04-04 · Java 6 (first AC) · Tags: *special, implementation, sortings

[Petr's solution](#)

321.

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2011-10-27 · Java 6 (first AC) · Tags: strings

[Petr's solution](#)

322.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2011-09-15 · Java 6 (first AC) · Tags: greedy, sortings

[Petr's solution](#)

323.

87A

[Trains](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1500 · first AC: 2011-06-07 · Java 6 (first AC) · Tags: implementation, math

[Petr's solution](#)

324.

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,450 global accepts · Rating: 1500 · first AC: 2010-12-20 · Java 6 (first AC) · Tags: strings

[Petr's solution](#)

325.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2010-04-15 · Java 6 (first AC) · Tags: dp, implementation

[Petr's solution](#)

326.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,223 global accepts · Rating: 1500 · first AC: 2010-02-25 · Java 6 (first AC) · Tags: hashing, implementation

[Petr's solution](#)

327.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Petr's solution](#)

328.

2061D

[Kevin and Numbers](#) · [Tutorial](#)

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Petr's solution](#)

329.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp
[Petr's solution](#)

330.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
[Petr's solution](#)

331.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[Petr's solution](#)

332.

1781C

[Equal Frequencies](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[Petr's solution](#)

333.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[Petr's solution](#)

334.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[Petr's solution](#)

335.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math
[Petr's solution](#)

336.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[Petr's solution](#)

337.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[Petr's solution](#)

338.

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math
[Petr's solution](#)

339.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Petr's solution](#)

340.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,987 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Petr's solution](#)

341.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Petr's solution](#)

342.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Petr's solution](#)

343.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,782 global accepts · Rating: 1600 · first AC: 2020-03-03 · last AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Petr's solution](#)

344.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Petr's solution](#)

345.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · Java 8 (first AC) · Tags: bitmasks, brute force, math

[Petr's solution](#)

346.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-07-30 · Java 8 (first AC) · Tags: binary search, brute force, data structures, sortings

[Petr's solution](#)

347.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · Java 8 (first AC) · Tags: sortings, two pointers

[Petr's solution](#)

348.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: binary search, brute force, two pointers

[Petr's solution](#)

349.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · Java 8 (first AC) · Tags: implementation, sortings

[Petr's solution](#)

350.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · Java 8 (first AC) · Tags: greedy, hashing, strings

[Petr's solution](#)

351.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Petr's solution](#)

352.

966A

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

Rating: 1600 · first AC: 2018-04-29 · Java 8 (first AC) · Tags: binary search, data structures, greedy

[Petr's solution](#)

353.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · Java 8 (first AC) · Tags: implementation, probabilities, strings

[Petr's solution](#)

354.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · Java 8 (first AC) · Tags: data structures, implementation, sortings

[Petr's solution](#)

355.

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · Java 8 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[Petr's solution](#)

356.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · Java 8 (first AC) · Tags: binary search, greedy, math

[Petr's solution](#)

357.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: binary search, two pointers

[Petr's solution](#)

358.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · Java 8 (first AC) · Tags: brute force, greedy, math, number theory

[Petr's solution](#)

359.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 1600 · first AC: 2016-01-29 · Java 8 (first AC) · Tags: geometry, implementation

[Petr's solution](#)

360.

603A

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

Quality: 8,251 global accepts · Rating: 1600 · first AC: 2015-12-01 · Java 7 (first AC) · Tags: dp, greedy, math

[Petr's solution](#)

361.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · Java 7 (first AC) · Tags: binary search, data structures, dp, math

[Petr's solution](#)

362.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Petr's solution](#)

363.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · Java 8 (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Petr's solution](#)

364.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Petr's solution](#)

365.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[Petr's solution](#)

366.

477A

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

Rating: 1600 · first AC: 2014-10-12 · Java 8 (first AC) · Tags: math

[Petr's solution](#)

367.

453A

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

Quality: 12,439 global accepts · Rating: 1600 · first AC: 2014-08-01 · Java 7 (first AC) · Tags: probabilities

[Petr's solution](#)

368.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-03-30 · Java 7 (first AC) · Tags: dp, implementation

[Petr's solution](#)

369.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1600 · first AC: 2014-03-30 · Java 7 (first AC) · Tags: brute force, geometry, implementation, math

[Petr's solution](#)

370.

380A

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

Quality: 2,910 global accepts · Rating: 1600 · first AC: 2014-01-12 · Java 7 (first AC) · Tags: binary search, brute force

[Petr's solution](#)

371.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 1600 · first AC: 2013-12-29 · Java 7 (first AC) · Tags: dfs and similar

[Petr's solution](#)

372.

372A

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

Quality: 15,592 global accepts · Rating: 1600 · first AC: 2013-12-13 · Java 7 (first AC) · Tags: binary search, greedy, sortings, two pointers

[Petr's solution](#)

373.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2013-11-19 · Java 7 (first AC) · Tags: combinatorics, data structures, implementation

[Petr's solution](#)

374.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-20 · Java 7 (first AC) · Tags: games, math, number theory

[Petr's solution](#)

375.

343B

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

Quality: 17,284 global accepts · Rating: 1600 · first AC: 2013-09-14 · Java 7 (first AC) · Tags: data structures, greedy, implementation

[Petr's solution](#)

376.

343A

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

Quality: 10,081 global accepts · Rating: 1600 · first AC: 2013-09-14 · Java 7 (first AC) · Tags: math, number theory

[Petr's solution](#)

377.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2013-06-23 · Java 7 (first AC) · Tags: combinatorics, math

[Petr's solution](#)

378.

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: dfs and similar, dp

[Petr's solution](#)

379.

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-13 · Java 7 (first AC) · Tags: *special, greedy

[Petr's solution](#)

380.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-13 · Java 7 (first AC) · Tags: *special, bitmasks, brute force, implementation

[Petr's solution](#)

381.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-01 · Java 7 (first AC) · Tags: greedy, math

[Petr's solution](#)

382.

243A

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

Quality: 4,465 global accepts · Rating: 1600 · first AC: 2012-11-16 · Java 6 (first AC) · Tags: bitmasks

[Petr's solution](#)

383.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2012-10-21 · Java 6 (first AC) · Tags: number theory

[Petr's solution](#)

384.

188G

[Array Sorting](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 1600 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation

[Petr's solution](#)

385.

150B

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

Quality: 5,314 global accepts · Rating: 1600 · first AC: 2012-02-17 · Java 6 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Petr's solution](#)

386.

95A

[Hockey](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1600 · first AC: 2011-07-08 · Java 6 (first AC) · Tags: implementation, strings

[Petr's solution](#)

387.

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2011-05-22 · Java 6 (first AC) · Tags: math

[Petr's solution](#)

388.

73A

[The Elder Trolls IV: Oblivon](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 1600 · first AC: 2011-04-10 · Java 6 (first AC) · Tags: greedy, math

[Petr's solution](#)

389.

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2011-03-26 · Java 6 (first AC) · Tags: expression parsing, greedy, strings

[Petr's solution](#)

390.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2011-03-18 · GNU C++ (first AC) · Tags: binary search

[Petr's solution](#)

391.

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,447 global accepts · Rating: 1600 · first AC: 2011-01-14 · Java 6 (first AC) · Tags: brute force

[Petr's solution](#)

392.

46C

[Hamsters and Tigers](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2010-12-05 · Java 6 (first AC) · Tags: two pointers

[Petr's solution](#)

393.

40B

[Repaintings](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2010-11-05 · Java 6 (first AC) · Tags: math

[Petr's solution](#)

394.

36B

[Fractal](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1600 · first AC: 2010-10-19 · Java 6 (first AC) · Tags: implementation

[Petr's solution](#)

395.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2010-04-26 · Java 6 (first AC) · Tags: math

[Petr's solution](#)

396.

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2010-04-01 · Java 6 (first AC) · Tags: implementation

[Petr's solution](#)

397.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Petr's solution](#)

398.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Petr's solution](#)

399.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[Petr's solution](#)

400.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Petr's solution](#)

401.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Petr's solution](#)

402.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Petr's solution](#)

403.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[Petr's solution](#)

404.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Petr's solution](#)

405.

1984C2

[Magnitude \(Hard Version\)](#) · [Tutorial](#)

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Petr's solution](#)

406.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Petr's solution](#)

407.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Petr's solution](#)

408.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Petr's solution](#)

409.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Petr's solution](#)

410.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Petr's solution](#)

411.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Petr's solution](#)

412.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Petr's solution](#)

413.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[Petr's solution](#)

414.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[Petr's solution](#)

415.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[Petr's solution](#)

416.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math
[Petr's solution](#)

417.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[Petr's solution](#)

418.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive
[Petr's solution](#)

419.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[Petr's solution](#)

420.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search
[Petr's solution](#)

421.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[Petr's solution](#)

422.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
[Petr's solution](#)

423.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Petr's solution](#)

424.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Petr's solution](#)

425.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy

[Petr's solution](#)

426.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Petr's solution](#)

427.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Petr's solution](#)

428.

1237C1

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

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: constructive algorithms, geometry, greedy

[Petr's solution](#)

429.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · Java 8 (first AC) · Tags: brute force, graphs, greedy

[Petr's solution](#)

430.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs

[Petr's solution](#)

431.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: constructive algorithms, sortings

[Petr's solution](#)

432.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2019-05-26 · Java 8 (first AC) · Tags: binary search, greedy

[Petr's solution](#)

433.

1091D

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

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · Java 8 (first AC) · Tags: combinatorics, dp, math

[Petr's solution](#)

434.

1044A

[The Tower is Going Home](#) · [Tutorial](#)

Quality: 3,076 global accepts · Rating: 1700 · first AC: 2018-11-04 · Java 8 (first AC) · Tags: binary search, two pointers

[Petr's solution](#)

435.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[Petr's solution](#)

436.

966B

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

Rating: 1700 · first AC: 2018-04-29 · Java 8 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Petr's solution](#)

437.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · Java 8 (first AC) · Tags: binary search, implementation, math

[Petr's solution](#)

438.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-30 · Java 8 (first AC) · Tags: math, number theory

[Petr's solution](#)

439.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · Java 8 (first AC) · Tags: binary search, math

[Petr's solution](#)

440.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Petr's solution](#)

441.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2016-07-19 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[Petr's solution](#)

442.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-23 · Java 8 (first AC) · Tags: brute force, combinatorics, dp, math

[Petr's solution](#)

443.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-02-28 · Java 8 (first AC) · Tags: dp, math

[Petr's solution](#)

444.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1700 · first AC: 2014-11-14 · Java 8 (first AC) · Tags: binary search, sortings, ternary search, two pointers

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445.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · Java 7 (first AC) · Tags: greedy, strings

[Petr's solution](#)

446.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · Java 7 (first AC) · Tags: math

[Petr's solution](#)

447.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-04-01 · Java 7 (first AC) · Tags: *special

[Petr's solution](#)

448.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2014-04-01 · Java 7 (first AC) · Tags: *special

[Petr's solution](#)

449.

409B

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

Quality: 1,429 global accepts · Rating: 1700 · first AC: 2014-04-01 · Mysterious Language (first AC) · Tags: *special

[Petr's solution](#)

450.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2014-04-01 · Java 7 (first AC) · Tags: *special

[Petr's solution](#)

451.

324B1

[Shave Beaver!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: —

[Petr's solution](#)

452.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: hashing, strings

[Petr's solution](#)

453.

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2013-05-12 · Java 7 (first AC) · Tags: implementation, math

[Petr's solution](#)

454.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-01 · Java 7 (first AC) · Tags: dp

[Petr's solution](#)

455.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 1700 · first AC: 2012-09-16 · Java 6 (first AC) · Tags: data structures, expression parsing, implementation

[Petr's solution](#)

456.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2012-07-30 · Java 6 (first AC) · Tags: dfs and similar, greedy

[Petr's solution](#)

457.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2012-06-22 · Java 6 (first AC) · Tags: implementation, math

[Petr's solution](#)

458.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2012-06-03 · Java 6 (first AC) · Tags: constructive algorithms, graphs, trees

[Petr's solution](#)

459.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · Java 6 (first AC) · Tags: geometry, math

[Petr's solution](#)

460.

98A

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

Quality: 1,348 global accepts · Rating: 1700 · first AC: 2011-07-22 · Java 6 (first AC) · Tags: brute force, implementation

[Petr's solution](#)

461.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2011-05-04 · Java 6 (first AC) · Tags: implementation, strings

[Petr's solution](#)

462.

51B

[bHTML Tables Analysis](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 1700 · first AC: 2010-12-28 · Java 6 (first AC) · Tags: expression parsing

[Petr's solution](#)

463.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[Petr's solution](#)

464.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Petr's solution](#)

465.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Petr's solution](#)

466.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Petr's solution](#)

467.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Petr's solution](#)

468.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Petr's solution](#)

469.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Petr's solution](#)

470.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[Petr's solution](#)

471.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Petr's solution](#)

472.

1769D1

[A,3D0C! CT2DôBCαC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp

[Petr's solution](#)

473.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Petr's solution](#)

474.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Petr's solution](#)

475.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Petr's solution](#)

476.

1552D

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Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Petr's solution](#)

477.

1552C

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Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Petr's solution](#)

478.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Petr's solution](#)

479.

1491D

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Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

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480.

1477A

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Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Petr's solution](#)

481.

1466E

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Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[Petr's solution](#)

482.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,931 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Petr's solution](#)

483.

1381B

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Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Petr's solution](#)

484.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · MS C++ 2017 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

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485.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Petr's solution](#)

486.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · Java 8 (first AC) · Tags: hashing, implementation, math

[Petr's solution](#)

487.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2019-06-21 · Java 8 (first AC) · Tags: constructive algorithms

[Petr's solution](#)

488.

1148D

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Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: greedy, sortings

[Petr's solution](#)

489.

1119D

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Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: binary search, sortings

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490.

1010B

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Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · Java 8 (first AC) · Tags: binary search, interactive

[Petr's solution](#)

491.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · Java 8 (first AC) · Tags: number theory

[Petr's solution](#)

492.

830A

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Quality: 8,228 global accepts · Rating: 1800 · first AC: 2017-07-13 · Java 8 (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Petr's solution](#)

493.

794C

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Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · Java 8 (first AC) · Tags: games, greedy, sortings

[Petr's solution](#)

494.

700B

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Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · Java 8 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Petr's solution](#)

495.

666A

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Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-04-29 · Java 8 (first AC) · Tags: dp, implementation, strings

[Petr's solution](#)

496.

668B

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

Rating: 1800 · first AC: 2016-04-24 · Java 8 (first AC) · Tags: implementation

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497.

663A

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Quality: 3,783 global accepts · Rating: 1800 · first AC: 2016-04-16 · Java 8 (first AC) · Tags: constructive algorithms, expression parsing, greedy, math

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498.

645D

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Quality: 3,338 global accepts · Rating: 1800 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: binary search, dp, graphs

[Petr's solution](#)

499.

626D

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Quality: 3,159 global accepts · Rating: 1800 · first AC: 2016-02-13 · Java 8 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[Petr's solution](#)

500.

603B

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Quality: 2,710 global accepts · Rating: 1800 · first AC: 2015-12-01 · Java 7 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[Petr's solution](#)

501.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2015-05-07 · Java 8 (first AC) · Tags: dp

[Petr's solution](#)

502.

538D

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Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: brute force, constructive algorithms, implementation

[Petr's solution](#)

503.

513B2

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Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: bitmasks, divide and conquer, math

[Petr's solution](#)

504.

513G1

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Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[Petr's solution](#)

505.

482B

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

Quality: 7,728 global accepts · Rating: 1800 · first AC: 2014-10-24 · Java 8 (first AC) · Tags: constructive algorithms, data structures, trees

[Petr's solution](#)

506.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1800 · first AC: 2014-07-27 · Java 7 (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[Petr's solution](#)

507.

436C

[Dungeons and Candies](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · Java 7 (first AC) · Tags: dsu, graphs, greedy, trees

[Petr's solution](#)

508.

409E

[Dome](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 1800 · first AC: 2014-04-01 · Java 7 (first AC) · Tags: *special

[Petr's solution](#)

509.

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-03-16 · Java 7 (first AC) · Tags: dp, greedy, math, number theory

[Petr's solution](#)

510.

325B

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

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2013-07-13 · Java 7 (first AC) · Tags: binary search, math

[Petr's solution](#)

511.

280B

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

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2013-03-10 · Java 7 (first AC) · Tags: data structures, implementation, two pointers

[Petr's solution](#)

512.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2013-02-20 · Java 7 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Petr's solution](#)

513.

251B

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

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2012-12-06 · Java 6 (first AC) · Tags: implementation, math

[Petr's solution](#)

514.

188H

[Stack](#) · [Tutorial](#)

Quality: 686 global accepts · Rating: 1800 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, expression parsing, implementation

[Petr's solution](#)

515.

173B

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

Quality: 3,987 global accepts · Rating: 1800 · first AC: 2012-04-06 · Java 6 (first AC) · Tags: dfs and similar, shortest paths

[Petr's solution](#)

516.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · Java 6 (first AC) · Tags: greedy, sortings

[Petr's solution](#)

517.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · Java 6 (first AC) · Tags: binary search, data structures, greedy

[Petr's solution](#)

518.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · Java 6 (first AC) · Tags: brute force, greedy, implementation

[Petr's solution](#)

519.

123B

[Squares](#) · [Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2011-11-03 · Java 6 (first AC) · Tags: math

[Petr's solution](#)

520.

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2011-07-08 · Java 6 (first AC) · Tags: dp, greedy

[Petr's solution](#)

521.

87B

[Vasya and Types](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 1800 · first AC: 2011-06-07 · Java 6 (first AC) · Tags: implementation, strings

[Petr's solution](#)

522.

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2011-05-20 · Java 6 (first AC) · Tags: data structures, greedy

[Petr's solution](#)

523.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2011-04-30 · Java 6 (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[Petr's solution](#)

524.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2011-04-10 · Java 6 (first AC) · Tags: dp

[Petr's solution](#)

525.

54B

[Cutting Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 1800 · first AC: 2011-01-11 · Java 6 (first AC) · Tags: hashing, implementation

[Petr's solution](#)

526.

46D

[Parking Lot](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2010-12-05 · Java 6 (first AC) · Tags: data structures, implementation

[Petr's solution](#)

527.

15B

[Laser](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 1800 · first AC: 2010-05-29 · Java 6 (first AC) · Tags: math

[Petr's solution](#)

528.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2010-04-01 · Java 6 (first AC) · Tags: math, number theory

[Petr's solution](#)

529.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1800 · first AC: 2010-03-07 · Java 6 (first AC) · Tags: brute force, games, implementation

[Petr's solution](#)

530.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[Petr's solution](#)

531.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Petr's solution](#)

532.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Petr's solution](#)

533.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[Petr's solution](#)

534.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Petr's solution](#)

535.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Petr's solution](#)

536.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Petr's solution](#)

537.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Petr's solution](#)

538.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Petr's solution](#)

539.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Petr's solution](#)

540.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Petr's solution](#)

541.

1854A2

[Dual \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Petr's solution](#)

542.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Petr's solution](#)

543.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Petr's solution](#)

544.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[Petr's solution](#)

545.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Petr's solution](#)

546.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[Petr's solution](#)

547.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Petr's solution](#)

548.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[Petr's solution](#)

549.

1563B

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Petr's solution](#)

550.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Petr's solution](#)

551.

1479B1

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Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Petr's solution](#)

552.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Petr's solution](#)

553.

1470B

[Strange Definition](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Petr's solution](#)

554.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Petr's solution](#)

555.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[Petr's solution](#)

556.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Petr's solution](#)

557.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Petr's solution](#)

558.

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Petr's solution](#)

559.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · Java 8 (first AC) · Tags: brute force, two pointers

[Petr's solution](#)

560.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · Java 8 (first AC) · Tags: hashing, implementation, strings

[Petr's solution](#)

561.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Petr's solution](#)

562.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · Java 8 (first AC) · Tags: math, number theory

[Petr's solution](#)

563.

1044B

[Intersecting Subtrees](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 1900 · first AC: 2018-11-04 · Java 8 (first AC) · Tags: dfs and similar, interactive, trees

[Petr's solution](#)

564.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Petr's solution](#)

565.

930C

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Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · Java 8 (first AC) · Tags: data structures, dp

[Petr's solution](#)

566.

866B

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-30 · Java 8 (first AC) · Tags: greedy, implementation, sortings

[Petr's solution](#)

567.

781B

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-05 · Java 8 (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

[Petr's solution](#)

568.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · Java 8 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[Petr's solution](#)

569.

744B

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Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · Java 8 (first AC) · Tags: bitmasks, divide and conquer, interactive

[Petr's solution](#)

570.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Petr's solution](#)

571.

700A

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Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-22 · Java 8 (first AC) · Tags: binary search, math

[Petr's solution](#)

572.

685B

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

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-23 · Java 8 (first AC) · Tags: data structures, dfs and similar, dp, trees

[Petr's solution](#)

573.

613A

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

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-01-14 · Java 8 (first AC) · Tags: binary search, geometry, ternary search

[Petr's solution](#)

574.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2016-01-14 · Java 7 (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[Petr's solution](#)

575.

568B

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

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-10 · Java 8 (first AC) · Tags: combinatorics, dp, math

[Petr's solution](#)

576.

566D

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Quality: 3,951 global accepts · Rating: 1900 · first AC: 2015-07-30 · Java 8 (first AC) · Tags: data structures, dsu

[Petr's solution](#)

577.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · Java 8 (first AC) · Tags: greedy, implementation

[Petr's solution](#)

578.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · Java 8 (first AC) · Tags: hashing, string suffix structures, strings

[Petr's solution](#)

579.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · Java 8 (first AC) · Tags: binary search, greedy, math

[Petr's solution](#)

580.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · Java 8 (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[Petr's solution](#)

581.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · Java 8 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Petr's solution](#)

582.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · Java 8 (first AC) · Tags: binary search, brute force, implementation

[Petr's solution](#)

583.

477B

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

Rating: 1900 · first AC: 2014-10-12 · Java 8 (first AC) · Tags: math

[Petr's solution](#)

584.

472D

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

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-28 · Java 8 (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[Petr's solution](#)

585.

452D

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

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · Java 7 (first AC) · Tags: greedy, implementation

[Petr's solution](#)

586.

438B

[The Child and Zoo](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-06-01 · Java 7 (first AC) · Tags: dp, dsu, sortings

[Petr's solution](#)

587.

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2014-04-01 · Java 7 (first AC) · Tags: *special

[Petr's solution](#)

588.

388B

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Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-03 · Java 7 (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[Petr's solution](#)

589.

377B

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

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-29 · Java 7 (first AC) · Tags: binary search, data structures, greedy, sortings

[Petr's solution](#)

590.

372B

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Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-13 · Java 7 (first AC) · Tags: brute force, divide and conquer, dp

[Petr's solution](#)

591.

367B

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Quality: 2,680 global accepts · Rating: 1900 · first AC: 2013-11-26 · Java 7 (first AC) · Tags: binary search, data structures

[Petr's solution](#)

592.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2013-10-04 · Java 7 (first AC) · Tags: combinatorics, dp, probabilities

[Petr's solution](#)

593.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2013-09-14 · Java 7 (first AC) · Tags: binary search, greedy, two pointers

[Petr's solution](#)

594.

326B

[Palindrome](#) · [Tutorial](#)

Rating: 1900 · first AC: 2013-08-03 · Java 7 (first AC) · Tags: —

[Petr's solution](#)

595.

324B2

[Shave Beaver!](#) · [Tutorial](#)

Rating: 1900 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: —

[Petr's solution](#)

596.

319B

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

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2013-06-23 · Java 7 (first AC) · Tags: data structures, implementation

[Petr's solution](#)

597.

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: data structures, dfs and similar, dp, dsu

[Petr's solution](#)

598.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: data structures

[Petr's solution](#)

599.

261B

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Quality: 1,612 global accepts · Rating: 1900 · first AC: 2013-01-13 · Java 6 (first AC) · Tags: dp, math, probabilities

[Petr's solution](#)

600.

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2012-12-22 · Java 6 (first AC) · Tags: brute force, combinatorics, dp

[Petr's solution](#)

601.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2012-09-16 · Java 6 (first AC) · Tags: combinatorics, math, number theory

[Petr's solution](#)

602.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,033 global accepts · Rating: 1900 · first AC: 2012-09-16 · Java 6 (first AC) · Tags: data structures, dp, strings

[Petr's solution](#)

603.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2012-07-30 · Java 6 (first AC) · Tags: combinatorics, dp

[Petr's solution](#)

604.

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2012-04-06 · Java 6 (first AC) · Tags: brute force, dp

[Petr's solution](#)

605.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2011-10-27 · Java 6 (first AC) · Tags: brute force, combinatorics, number theory

[Petr's solution](#)

606.

109C

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Quality: 4,119 global accepts · Rating: 1900 · first AC: 2011-08-29 · Java 6 (first AC) · Tags: dp, dsu, trees

[Petr's solution](#)

607.

109B

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

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2011-08-29 · Java 6 (first AC) · Tags: brute force, probabilities

[Petr's solution](#)

608.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,387 global accepts · Rating: 1900 · first AC: 2011-07-08 · Java 6 (first AC) · Tags: shortest paths

[Petr's solution](#)

609.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2011-01-14 · Java 6 (first AC) · Tags: games

[Petr's solution](#)

610.

46E

[Comb](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 1900 · first AC: 2010-12-05 · Java 6 (first AC) · Tags: data structures, dp

[Petr's solution](#)

611.

21A

[Jabber ID](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 1900 · first AC: 2010-06-28 · Java 6 (first AC) · Tags: implementation, strings

[Petr's solution](#)

612.

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2010-03-20 · Java 6 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Petr's solution](#)

613.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2010-03-07 · Java 6 (first AC) · Tags: greedy, sortings

[Petr's solution](#)

614.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Petr's solution](#)

615.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Petr's solution](#)

616.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Petr's solution](#)

617.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[Petr's solution](#)

618.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Petr's solution](#)

619.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Petr's solution](#)

620.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Petr's solution](#)

621.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Petr's solution](#)

622.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Petr's solution](#)

623.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Petr's solution](#)

624.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Petr's solution](#)

625.

1718B

[Fibonacci Strings](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[Petr's solution](#)

626.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Petr's solution](#)

627.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[Petr's solution](#)

628.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Petr's solution](#)

629.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Petr's solution](#)

630.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Petr's solution](#)

631.

1563C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Petr's solution](#)

632.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Petr's solution](#)

633.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Petr's solution](#)

634.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Petr's solution](#)

635.

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

[Petr's solution](#)

636.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: binary search, data structures, implementation

[Petr's solution](#)

637.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · Java 8 (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[Petr's solution](#)

638.

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Petr's solution](#)

639.

1209E1

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

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Petr's solution](#)

640.

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · Java 8 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Petr's solution](#)

641.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · Java 8 (first AC) · Tags: games

[Petr's solution](#)

642.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · Java 8 (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Petr's solution](#)

643.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · Java 8 (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[Petr's solution](#)

644.

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-12 · Java 8 (first AC) · Tags: dsu, graphs, strings
[Petr's solution](#)

645.

806B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-05-07 · Java 8 (first AC) · Tags: brute force, greedy
[Petr's solution](#)

646.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-04-29 · Java 8 (first AC) · Tags: graphs, shortest paths
[Petr's solution](#)

647.

668D

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

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648.

663B

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649.

611D

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650.

571B

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651.

555B

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652.

526C

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653.

513C

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654.

464B

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655.

453B

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656.

446B

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657.

388C

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658.

380C

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659.

379D

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660.

367C

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661.

346B

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662.

292C

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663.

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664.

280A

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665.

264C

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666.

261C

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667.

258C

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668.

251C

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669.

235B

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670.

213C

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671.

196B

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672.

193B

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673.

109D

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674.

87C

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675.

73B

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676.

54C

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677.

50C

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678.

21B

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679.

21C

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680.

15C

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681.

10C

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683.

2B

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684.

2161D

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2159B

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686.

2152E

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687.

2150C

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688.

2127E

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689.

2061F1

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690.

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691.

1930D2

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692.

1924B

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693.

1919D

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694.

1896E

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695.

1863E

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696.

1810E

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697.

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1667B

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699.

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700.

1628D1

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1621D

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1544E

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703.

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704.

1466F

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705.

1392E

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706.

1322B

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1284D

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709.

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710.

1044C

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1039B

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714.

859E

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715.

859D

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716.

840B

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717.

790B

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718.

781C

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719.

549H

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721.

521B

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722.

497C

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723.

464C

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724.

458C

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725.

452C

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372C

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727.

343D

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728.

326C

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729.

319C

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269C

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217B

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732.

81D

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733.

54D

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734.

50D

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735.

5D

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736.

1373E

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737.

2178F

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738.

2018D

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739.

1991F

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740.

1909F1

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741.

1854B

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742.

11D

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743.

1769D2

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1672E

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1616E

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746.

1615D

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747.

1552F

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748.

1503C

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749.

1477C

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750.

1470D

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751.

1338C

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752.

1305E

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753.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-05-26 · Java 8 (first AC) · Tags: bitmasks, dp

[Petr's solution](#)

754.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · Java 8 (first AC) · Tags: dp, implementation, strings

[Petr's solution](#)

755.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · Java 8 (first AC) · Tags: dp, math, number theory, probabilities

[Petr's solution](#)

756.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2200 · first AC: 2018-09-05 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[Petr's solution](#)

757.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-29 · Java 8 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Petr's solution](#)

758.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2017-12-29 · Java 8 (first AC) · Tags: dp, math, probabilities

[Petr's solution](#)

759.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · Java 8 (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[Petr's solution](#)

760.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-05 · Java 8 (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[Petr's solution](#)

761.

806C

[Prairie Partition](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-05-07 · Java 8 (first AC) · Tags: binary search, greedy

[Petr's solution](#)

762.

679B

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

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · Java 8 (first AC) · Tags: binary search, dp, greedy

[Petr's solution](#)

763.

663C

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-04-16 · Java 8 (first AC) · Tags: dfs and similar, graphs

[Petr's solution](#)

764.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: dp, greedy, strings

[Petr's solution](#)

765.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-01-29 · Java 8 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Petr's solution](#)

766.

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · Java 7 (first AC) · Tags: games, math

[Petr's solution](#)

767.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · Java 8 (first AC) · Tags: data structures

[Petr's solution](#)

768.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · Java 8 (first AC) · Tags: constructive algorithms, greedy, sortings

[Petr's solution](#)

769.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · Java 8 (first AC) · Tags: games

[Petr's solution](#)

770.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: brute force, data structures, math, sortings

[Petr's solution](#)

771.

538E

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

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: dfs and similar, dp, math, trees

[Petr's solution](#)

772.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: hashing, string suffix structures, strings

[Petr's solution](#)

773.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-03-02 · Java 8 (first AC) · Tags: combinatorics, dp, math, number theory

[Petr's solution](#)

774.

477C

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

Rating: 2200 · first AC: 2014-10-12 · Java 8 (first AC) · Tags: dp

[Petr's solution](#)

775.

453C

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

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2014-08-01 · Java 7 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Petr's solution](#)

776.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2014-04-27 · Java 7 (first AC) · Tags: bitmasks, greedy

[Petr's solution](#)

777.

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2014-03-16 · Java 7 (first AC) · Tags: graphs, math

[Petr's solution](#)

778.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2013-12-29 · Java 7 (first AC) · Tags: bitmasks, dp, games

[Petr's solution](#)

779.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2013-11-19 · Java 7 (first AC) · Tags: dp, greedy

[Petr's solution](#)

780.

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: string suffix structures

[Petr's solution](#)

781.

316F3

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[Petr's solution](#)

782.

316F1

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: dfs and similar, implementation

[Petr's solution](#)

783.

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: flows

[Petr's solution](#)

784.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2013-03-10 · Java 7 (first AC) · Tags: implementation, math, probabilities, trees

[Petr's solution](#)

785.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2013-02-20 · Java 7 (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Petr's solution](#)

786.

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2012-11-16 · Java 6 (first AC) · Tags: dfs and similar, implementation

[Petr's solution](#)

787.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2012-06-12 · Java 6 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[Petr's solution](#)

788.

172E

[BHTML+BCSS](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2200 · first AC: 2012-04-04 · Java 6 (first AC) · Tags: *special, dfs and similar, expression parsing

[Petr's solution](#)

789.

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2012-02-17 · Java 6 (first AC) · Tags: data structures, math, probabilities

[Petr's solution](#)

790.

115C

[Plumber](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2200 · first AC: 2011-09-15 · Java 6 (first AC) · Tags: math

[Petr's solution](#)

791.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2011-05-22 · Java 6 (first AC) · Tags: data structures, implementation, math, two

pointers

[Petr's solution](#)

792.

85C

[Petya and Tree](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2200 · first AC: 2011-05-20 · Java 6 (first AC) · Tags: binary search, dfs and similar, probabilities, sortings, trees

[Petr's solution](#)

793.

73D

[FreeDiv](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2200 · first AC: 2011-04-10 · Java 6 (first AC) · Tags: dfs and similar, graphs, greedy

[Petr's solution](#)

794.

70C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2200 · first AC: 2011-03-26 · Java 6 (first AC) · Tags: binary search, data structures, sortings, two pointers

[Petr's solution](#)

795.

51D

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

Quality: 563 global accepts · Rating: 2200 · first AC: 2010-12-28 · Java 6 (first AC) · Tags: implementation

[Petr's solution](#)

796.

36C

[Bowls](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 2200 · first AC: 2010-10-19 · Java 6 (first AC) · Tags: geometry, implementation

[Petr's solution](#)

797.

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2010-04-26 · Java 6 (first AC) · Tags: implementation

[Petr's solution](#)

798.

7D

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2010-04-01 · Java 6 (first AC) · Tags: hashing, strings

[Petr's solution](#)

799.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Petr's solution](#)

800.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Petr's solution](#)

801.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Petr's solution](#)

802.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[Petr's solution](#)

803.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Petr's solution](#)

804.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Petr's solution](#)

805.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Petr's solution](#)

806.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Petr's solution](#)

807.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Petr's solution](#)

808.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Petr's solution](#)

809.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Petr's solution](#)

810.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Petr's solution](#)

811.

1781E

[Rectangle Shrinking](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data

structures, greedy, implementation, two pointers

[Petr's solution](#)

812.

1769D3

[A..3DTotalCT2DôBCαC III](#)

Quality: 124 global accepts · Rating: 2300 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force

[Petr's solution](#)

813.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Petr's solution](#)

814.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[Petr's solution](#)

815.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Petr's solution](#)

816.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Petr's solution](#)

817.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Petr's solution](#)

818.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[Petr's solution](#)

819.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Petr's solution](#)

820.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[Petr's solution](#)

821.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data

structures, greedy, sortings

[Petr's solution](#)

822.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Petr's solution](#)

823.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[Petr's solution](#)

824.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Petr's solution](#)

825.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, probabilities

[Petr's solution](#)

826.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[Petr's solution](#)

827.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · Java 8 (first AC) · Tags: dp

[Petr's solution](#)

828.

1148E

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

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Petr's solution](#)

829.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-25 · Java 8 (first AC) · Tags: constructive algorithms, implementation, strings

[Petr's solution](#)

830.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2017-07-13 · Java 8 (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[Petr's solution](#)

831.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-08-29 · last AC: 2015-09-01 · Java 7 (first AC) · Tags: constructive algorithms, dfs

and similar, trees

[Petr's solution](#)

832.

549B

[Looksery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Petr's solution](#)

833.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-05-07 · Java 8 (first AC) · Tags: dp, trees

[Petr's solution](#)

834.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-02 · Java 8 (first AC) · Tags: flows, graph matchings

[Petr's solution](#)

835.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-30 · Java 8 (first AC) · Tags: data structures, dp, dsu

[Petr's solution](#)

836.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2014-06-01 · Java 7 (first AC) · Tags: data structures, math

[Petr's solution](#)

837.

425C

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

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-04-27 · Java 7 (first AC) · Tags: data structures, dp

[Petr's solution](#)

838.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2014-04-27 · Java 7 (first AC) · Tags: binary search, data structures, hashing

[Petr's solution](#)

839.

403D

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

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2014-03-16 · Java 7 (first AC) · Tags: combinatorics, dp

[Petr's solution](#)

840.

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2013-11-19 · Java 7 (first AC) · Tags: brute force, number theory

[Petr's solution](#)

841.

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: data structures, math

[Petr's solution](#)

842.

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: data structures, math

[Petr's solution](#)

843.

316F2

[Suns and Rays](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 2300 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: —

[Petr's solution](#)

844.

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: dp

[Petr's solution](#)

845.

316D1

[PE Lesson](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2300 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: brute force, dp

[Petr's solution](#)

846.

213D

[Stars](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2012-07-30 · Java 6 (first AC) · Tags: constructive algorithms, geometry

[Petr's solution](#)

847.

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2011-11-03 · Java 6 (first AC) · Tags: combinatorics, dp, greedy

[Petr's solution](#)

848.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2011-11-03 · Java 6 (first AC) · Tags: string suffix structures

[Petr's solution](#)

849.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2011-07-15 · Java 6 (first AC) · Tags: constructive algorithms, divide and conquer

[Petr's solution](#)

850.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2011-06-07 · Java 6 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees

[Petr's solution](#)

851.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2011-05-20 · Java 6 (first AC) · Tags: binary search, brute force, data structures, implementation

[Petr's solution](#)

852.

50E

[Square Equation Roots](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2010-12-20 · Java 6 (first AC) · Tags: math

[Petr's solution](#)

853.

46F

[Hercule Poirot Problem](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2300 · first AC: 2010-12-05 · Java 6 (first AC) · Tags: dsu, graphs

[Petr's solution](#)

854.

40C

[Berland Square](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 2300 · first AC: 2010-11-05 · Java 6 (first AC) · Tags: implementation, math

[Petr's solution](#)

855.

36D

[New Game with a Chess Piece](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2300 · first AC: 2010-10-19 · Java 6 (first AC) · Tags: games

[Petr's solution](#)

856.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Petr's solution](#)

857.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Petr's solution](#)

858.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Petr's solution](#)

859.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

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860.

1924C

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861.

1909E

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Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

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862.

1804E

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Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

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863.

1738F

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Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

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864.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

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865.

1707C

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Quality: 1,904 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Petr's solution](#)

866.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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867.

1628D2

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Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[Petr's solution](#)

868.

1615E

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Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Petr's solution](#)

869.

1523D

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Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Petr's solution](#)

870.

1491E

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[Petr's solution](#)

871.

1441B

[Graph Transpositions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Petr's solution](#)

872.

1408E

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Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Petr's solution](#)

873.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Petr's solution](#)

874.

1340C

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Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Petr's solution](#)

875.

1329C

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Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Petr's solution](#)

876.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: dp, math

[Petr's solution](#)

877.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · Java 8 (first AC) · Tags: brute force, graphs

[Petr's solution](#)

878.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-04 · Java 8 (first AC) · Tags: graphs, implementation

[Petr's solution](#)

879.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2019-03-08 · Java 8 (first AC) · Tags: constructive algorithms, interactive, number theory

[Petr's solution](#)

880.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · Java 8 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Petr's solution](#)

881.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · Java 8 (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[Petr's solution](#)

882.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · Java 8 (first AC) · Tags: greedy, implementation, strings

[Petr's solution](#)

883.

1044D

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

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2018-11-04 · Java 8 (first AC) · Tags: data structures, dsu

[Petr's solution](#)

884.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-29 · Java 8 (first AC) · Tags: graphs, greedy, implementation

[Petr's solution](#)

885.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-11-12 · Java 8 (first AC) · Tags: dp, math

[Petr's solution](#)

886.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · Java 8 (first AC) · Tags: data structures, greedy, two pointers

[Petr's solution](#)

887.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · Java 8 (first AC) · Tags: binary search, dp, probabilities

[Petr's solution](#)

888.

794D

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Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-13 · Java 8 (first AC) · Tags: dfs and similar, graphs, hashing

[Petr's solution](#)

889.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-05 · Java 8 (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[Petr's solution](#)

890.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · Java 8 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Petr's solution](#)

891.

744C

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Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · Java 8 (first AC) · Tags: bitmasks, brute force, dp

[Petr's solution](#)

892.

698C

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Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-07-19 · Java 8 (first AC) · Tags: bitmasks, dp, math, probabilities

[Petr's solution](#)

893.

668C

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

Rating: 2400 · first AC: 2016-04-24 · Java 8 (first AC) · Tags: math, probabilities

[Petr's solution](#)

894.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-13 · Java 8 (first AC) · Tags: dp

[Petr's solution](#)

895.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · Java 8 (first AC) · Tags: binary search, math, ternary search

[Petr's solution](#)

896.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: dp, implementation

[Petr's solution](#)

897.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · last AC: 2015-02-07 · Java 8 (first AC) · Tags: dfs and similar

[Petr's solution](#)

898.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: dp, probabilities

[Petr's solution](#)

899.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2014-07-13 · Java 7 (first AC) · Tags: data structures, math, number theory

[Petr's solution](#)

900.

380B

[Sereja and Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2400 · first AC: 2014-01-12 · Java 7 (first AC) · Tags: graphs, implementation

[Petr's solution](#)

901.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2013-12-30 · Java 7 (first AC) · Tags: data structures, divide and conquer, trees

[Petr's solution](#)

902.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2013-12-29 · Java 7 (first AC) · Tags: data structures

[Petr's solution](#)

903.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2013-11-26 · Java 7 (first AC) · Tags: bitmasks, dfs and similar

[Petr's solution](#)

904.

326D

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

Rating: 2400 · first AC: 2013-08-03 · Java 7 (first AC) · Tags: —

[Petr's solution](#)

905.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2013-07-20 · Java 7 (first AC) · Tags: constructive algorithms

[Petr's solution](#)

906.

331D1

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2400 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: dfs and similar, implementation

[Petr's solution](#)

907.

324C2

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

Rating: 2400 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: —

[Petr's solution](#)

908.

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: dp, math

[Petr's solution](#)

909.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2013-02-28 · Java 7 (first AC) · Tags: flows, trees

[Petr's solution](#)

910.

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2013-02-28 · Java 7 (first AC) · Tags: games, implementation

[Petr's solution](#)

911.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2012-12-22 · Java 6 (first AC) · Tags: data structures, dfs and similar, trees

[Petr's solution](#)

912.

198C

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Quality: 428 global accepts · Rating: 2400 · first AC: 2012-06-22 · Java 6 (first AC) · Tags: binary search, geometry

[Petr's solution](#)

913.

198E

[Gripping Story](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2400 · first AC: 2012-06-22 · GNU C++ (first AC) · Tags: binary search, data structures, sortings

[Petr's solution](#)

914.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2400 · first AC: 2012-06-03 · Java 6 (first AC) · Tags: constructive algorithms, greedy, math, matrices

[Petr's solution](#)

915.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2400 · first AC: 2011-10-27 · Java 6 (first AC) · Tags: data structures

[Petr's solution](#)

916.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2011-09-15 · Java 6 (first AC) · Tags: data structures, dp

[Petr's solution](#)

917.

97A

[Domino](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2400 · first AC: 2011-07-16 · Java 6 (first AC) · Tags: brute force, implementation

[Petr's solution](#)

918.

97C

[Winning Strategy](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2400 · first AC: 2011-07-15 · Java 6 (first AC) · Tags: binary search, graphs, math, shortest paths

[Petr's solution](#)

919.

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2011-04-10 · Java 6 (first AC) · Tags: math, number theory

[Petr's solution](#)

920.

51E

[Pentagon](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2400 · first AC: 2010-12-28 · GNU C++ (first AC) · Tags: combinatorics, graphs, matrices

[Petr's solution](#)

921.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2010-06-28 · Java 6 (first AC) · Tags: bitmasks, graph matchings, graphs

[Petr's solution](#)

922.

5E

[Bindian Signalizing](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2010-03-20 · Java 6 (first AC) · Tags: data structures

[Petr's solution](#)

923.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Petr's solution](#)

924.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Petr's solution](#)

925.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Petr's solution](#)

926.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar,

dp, dsu, graphs, shortest paths, sortings

[Petr's solution](#)

927.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Petr's solution](#)

928.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[Petr's solution](#)

929.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Petr's solution](#)

930.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Petr's solution](#)

931.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Petr's solution](#)

932.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Petr's solution](#)

933.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Petr's solution](#)

934.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Petr's solution](#)

935.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Petr's solution](#)

936.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Petr's solution](#)

937.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Petr's solution](#)

938.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Petr's solution](#)

939.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Petr's solution](#)

940.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Petr's solution](#)

941.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Petr's solution](#)

942.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Petr's solution](#)

943.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Petr's solution](#)

944.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Petr's solution](#)

945.

1305F

[Kuron and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[Petr's solution](#)

946.

1310B

[Double Elimination](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Petr's solution](#)

947.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[Petr's solution](#)

948.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-26 · Java 8 (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[Petr's solution](#)

949.

1209E2

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

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: bitmasks, dp, greedy, sortings

[Petr's solution](#)

950.

1198E

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

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · Java 8 (first AC) · Tags: flows, graph matchings, graphs

[Petr's solution](#)

951.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · Java 8 (first AC) · Tags: dp, graphs, implementation

[Petr's solution](#)

952.

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · Java 8 (first AC) · Tags: bitmasks, combinatorics, number theory

[Petr's solution](#)

953.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · Java 8 (first AC) · Tags: binary search, dp

[Petr's solution](#)

954.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Petr's solution](#)

955.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-01 · Java 8 (first AC) · Tags: combinatorics, math

[Petr's solution](#)

956.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-24 · Java 8 (first AC) · Tags: math

[Petr's solution](#)

957.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2018-03-04 · Java 8 (first AC) · Tags: data structures, games, implementation

[Petr's solution](#)

958.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-29 · Java 8 (first AC) · Tags: bitmasks, combinatorics, dp, math

[Petr's solution](#)

959.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-16 · Java 8 (first AC) · Tags: dsu, graphs, greedy

[Petr's solution](#)

960.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2017-10-05 · Java 8 (first AC) · Tags: divide and conquer, dp

[Petr's solution](#)

961.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2017-08-18 · last AC: 2017-08-19 · Java 8 (first AC) · Tags: data structures, probabilities

[Petr's solution](#)

962.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2017-08-18 · Java 8 (first AC) · Tags: combinatorics, dp

[Petr's solution](#)

963.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-03-18 · Java 8 (first AC) · Tags: dp

[Petr's solution](#)

964.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-04-29 · Java 8 (first AC) · Tags: combinatorics, strings

[Petr's solution](#)

965.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: combinatorics, math, number theory

[Petr's solution](#)

966.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-01-29 · Java 8 (first AC) · Tags: data structures, geometry

[Petr's solution](#)

967.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2016-01-14 · Java 7 (first AC) · Tags: constructive algorithms, math

[Petr's solution](#)

968.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2015-12-30 · Java 7 (first AC) · Tags: binary search, implementation

[Petr's solution](#)

969.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-22 · Java 7 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Petr's solution](#)

970.

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2015-07-30 · Java 8 (first AC) · Tags: geometry

[Petr's solution](#)

971.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-06-27 · Java 8 (first AC) · Tags: binary search, implementation, math

[Petr's solution](#)

972.

543C

[Remembering Strings](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-05-07 · Java 8 (first AC) · Tags: bitmasks, dp

[Petr's solution](#)

973.

438C

[The Child and Polygon](#) · [Tutorial](#)

Rating: 2500 · first AC: 2014-06-01 · Java 7 (first AC) · Tags: dp, geometry

[Petr's solution](#)

974.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2014-04-27 · Java 7 (first AC) · Tags: dp

[Petr's solution](#)

975.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2014-03-30 · Java 7 (first AC) · Tags: brute force, combinatorics, implementation, math

[Petr's solution](#)

976.

380D

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2014-01-12 · Java 7 (first AC) · Tags: combinatorics, math

[Petr's solution](#)

977.

379E

[New Year Tree Decorations](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 2500 · first AC: 2013-12-30 · Java 7 (first AC) · Tags: geometry, schedules, sortings

[Petr's solution](#)

978.

351C

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

Quality: 631 global accepts · Rating: 2500 · first AC: 2013-10-04 · Java 7 (first AC) · Tags: dp, matrices

[Petr's solution](#)

979.

329D

[The Evil Temple and the Moving Rocks](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 2500 · first AC: 2013-07-20 · Java 7 (first AC) · Tags: constructive algorithms

[Petr's solution](#)

980.

324C3

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

Rating: 2500 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: —

[Petr's solution](#)

981.

264D

[Colorful Stones](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2500 · first AC: 2013-01-20 · Java 7 (first AC) · Tags: dp, two pointers

[Petr's solution](#)

982.

173D

[Deputies](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 2500 · first AC: 2012-04-06 · Java 6 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Petr's solution](#)

983.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2011-11-03 · Java 6 (first AC) · Tags: dfs and similar, dp, probabilities, trees

[Petr's solution](#)

984.

121D

[Lucky Segments](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2500 · first AC: 2011-10-27 · Java 6 (first AC) · Tags: binary search, implementation, two pointers

[Petr's solution](#)

985.

98C

[Help Greg the Dwarf](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2500 · first AC: 2011-07-22 · Java 6 (first AC) · Tags: geometry, ternary search

[Petr's solution](#)

986.

98D

[Help Monks](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 2500 · first AC: 2011-07-22 · Java 6 (first AC) · Tags: constructive algorithms

[Petr's solution](#)

987.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2011-07-08 · Java 6 (first AC) · Tags: dp, dsu, graphs

[Petr's solution](#)

988.

95D

[Horse Races](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2011-07-08 · Java 6 (first AC) · Tags: dp, math

[Petr's solution](#)

989.

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2011-05-22 · Java 6 (first AC) · Tags: dp, string suffix structures, trees

[Petr's solution](#)

990.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2011-03-18 · GNU C++ (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[Petr's solution](#)

991.

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 2500 · first AC: 2011-01-14 · Java 6 (first AC) · Tags: geometry, two pointers

[Petr's solution](#)

992.

46G

[Emperor's Problem](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 2500 · first AC: 2010-12-05 · last AC: 2010-12-05 · Java 6 (first AC) · Tags: geometry

[Petr's solution](#)

993.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2010-11-05 · Java 6 (first AC) · Tags: combinatorics

[Petr's solution](#)

994.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Petr's solution](#)

995.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Petr's solution](#)

996.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[Petr's solution](#)

997.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Petr's solution](#)

998.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Petr's solution](#)

999.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Petr's solution](#)

1000.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Petr's solution](#)**1001.**

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Petr's solution](#)**1002.**

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Petr's solution](#)**1003.**

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Petr's solution](#)**1004.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Petr's solution](#)**1005.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Petr's solution](#)**1006.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Petr's solution](#)**1007.**

1544F

[Bingo](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, probabilities

[Petr's solution](#)**1008.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Petr's solution](#)**1009.**

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Petr's solution](#)

1010.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Petr's solution](#)

1011.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[Petr's solution](#)

1012.

1368F

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

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, interactive, math

[Petr's solution](#)

1013.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Petr's solution](#)

1014.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Petr's solution](#)

1015.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: combinatorics, dp

[Petr's solution](#)

1016.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Petr's solution](#)

1017.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-30 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[Petr's solution](#)

1018.

966D

[Aztec Catacombs](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-04-29 · Java 8 (first AC) · Tags: constructive algorithms, graphs

[Petr's solution](#)

1019.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2017-10-16 · Java 8 (first AC) · Tags: binary search, data structures, dp

[Petr's solution](#)

1020.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · Java 8 (first AC) · Tags: bitmasks, dp, greedy

[Petr's solution](#)

1021.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2016-12-30 · Java 8 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[Petr's solution](#)

1022.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2600 · first AC: 2016-07-22 · Java 8 (first AC) · Tags: dfs and similar, graphs

[Petr's solution](#)

1023.

698D

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

Quality: 581 global accepts · Rating: 2600 · first AC: 2016-07-19 · Java 8 (first AC) · Tags: brute force, geometry, math

[Petr's solution](#)

1024.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2016-06-23 · Java 8 (first AC) · Tags: brute force, implementation, sortings

[Petr's solution](#)

1025.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-04-16 · Java 8 (first AC) · Tags: bitmasks, divide and conquer, dp

[Petr's solution](#)

1026.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-02-28 · Java 8 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[Petr's solution](#)

1027.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2015-08-10 · Java 8 (first AC) · Tags: 2-sat, greedy

[Petr's solution](#)

1028.

566B

[Replicating Processes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2600 · first AC: 2015-07-30 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[Petr's solution](#)

1029.

536C

[Tavas and Pashmaks](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-04-14 · Java 8 (first AC) · Tags: geometry, math

[Petr's solution](#)

1030.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-07 · last AC: 2015-02-07 · Java 8 (first AC) · Tags: dp

[Petr's solution](#)

1031.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: constructive algorithms, data structures

[Petr's solution](#)

1032.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2014-10-24 · Java 8 (first AC) · Tags: bitmasks, dp, probabilities

[Petr's solution](#)

1033.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2014-06-13 · Java 7 (first AC) · Tags: data structures, greedy

[Petr's solution](#)

1034.

380E

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

Quality: 351 global accepts · Rating: 2600 · first AC: 2014-01-12 · Java 7 (first AC) · Tags: data structures

[Petr's solution](#)

1035.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2013-09-20 · Java 7 (first AC) · Tags: dp, graphs, shortest paths

[Petr's solution](#)

1036.

331D2

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 2600 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: graphs

[Petr's solution](#)

1037.

325C

[Monsters and Diamonds](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2600 · first AC: 2013-07-13 · Java 7 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Petr's solution](#)

1038.

303D

[Rotatable Number](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2600 · first AC: 2013-05-12 · Java 7 (first AC) · Tags: math, number theory

[Petr's solution](#)

1039.

274C

[The Last Hole!](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2013-02-20 · Java 7 (first AC) · Tags: brute force, geometry

[Petr's solution](#)

1040.

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2013-02-01 · Java 7 (first AC) · Tags: data structures, dp, graphs, sortings

[Petr's solution](#)

1041.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2012-12-22 · Java 6 (first AC) · Tags: dp, math, probabilities

[Petr's solution](#)

1042.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2012-10-21 · Java 6 (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Petr's solution](#)

1043.

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2012-08-18 · Java 6 (first AC) · Tags: divide and conquer, dp, expression parsing

[Petr's solution](#)

1044.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2012-06-12 · last AC: 2012-06-13 · Java 6 (first AC) · Tags: dsu, graphs, shortest paths

[Petr's solution](#)

1045.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2012-04-06 · Java 6 (first AC) · Tags: data structures, sortings

[Petr's solution](#)

1046.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2012-02-17 · Java 6 (first AC) · Tags: dp, strings

[Petr's solution](#)

1047.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2012-01-04 · Java 6 (first AC) · Tags: combinatorics, dp

[Petr's solution](#)

1048.

140F

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

Quality: 401 global accepts · Rating: 2600 · first AC: 2012-01-04 · Java 6 (first AC) · Tags: geometry, sortings

[Petr's solution](#)

1049.

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2011-09-15 · Java 6 (first AC) · Tags: dp, expression parsing

[Petr's solution](#)

1050.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2011-06-07 · Java 6 (first AC) · Tags: geometry

[Petr's solution](#)

1051.

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2011-05-20 · Java 6 (first AC) · Tags: binary search, dsu, geometry, graphs, sortings

[Petr's solution](#)

1052.

40D

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

Quality: 170 global accepts · Rating: 2600 · first AC: 2010-11-05 · Java 6 (first AC) · Tags: math

[Petr's solution](#)

1053.

36E

[Two Paths](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2600 · first AC: 2010-10-19 · Java 6 (first AC) · Tags: constructive algorithms, dsu, graphs, implementation

[Petr's solution](#)

1054.

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2010-05-29 · Java 6 (first AC) · Tags: combinatorics, dp

[Petr's solution](#)

1055.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2010-04-15 · Java 6 (first AC) · Tags: constructive algorithms

[Petr's solution](#)

1056.

8D

[Two Friends](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2600 · first AC: 2010-04-08 · Java 6 (first AC) · Tags: binary search, geometry

[Petr's solution](#)

1057.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2010-04-08 · Java 6 (first AC) · Tags: dp, graphs

[Petr's solution](#)

1058.

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2010-04-01 · Java 6 (first AC) · Tags: dp, expression parsing, implementation

[Petr's solution](#)

1059.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2010-03-07 · Java 6 (first AC) · Tags: greedy

[Petr's solution](#)

1060.

2C

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

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2010-02-25 · Java 6 (first AC) · Tags: geometry

[Petr's solution](#)

1061.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Petr's solution](#)

1062.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Petr's solution](#)

1063.

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Petr's solution](#)

1064.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Petr's solution](#)

1065.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Petr's solution](#)

1066.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Petr's solution](#)

1067.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Petr's solution](#)

1068.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Petr's solution](#)

1069.

1621F

[Strange Instructions](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Petr's solution](#)

1070.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Petr's solution](#)

1071.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Petr's solution](#)

1072.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Petr's solution](#)

1073.

1338D

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

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Petr's solution](#)

1074.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Petr's solution](#)

1075.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-23 · Java 8 (first AC) · Tags: math

[Petr's solution](#)

1076.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-21 · Java 8 (first AC) · Tags: data structures, dp, trees

[Petr's solution](#)

1077.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms

[Petr's solution](#)

1078.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-29 · Java 8 (first AC) · Tags: data structures, implementation, trees

[Petr's solution](#)

1079.

1137E

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2019-03-08 · Java 8 (first AC) · Tags: data structures, greedy

[Petr's solution](#)

1080.

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2018-11-04 · Java 8 (first AC) · Tags: data structures

[Petr's solution](#)

1081.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2018-07-26 · last AC: 2018-07-26 · Java 8 (first AC) · Tags: data structures

[Petr's solution](#)

1082.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2018-06-24 · Java 8 (first AC) · Tags: combinatorics, dp, math, trees

[Petr's solution](#)

1083.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2018-06-24 · Java 8 (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[Petr's solution](#)

1084.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2017-10-05 · Java 8 (first AC) · Tags: dp, graphs, trees

[Petr's solution](#)

1085.

833C

[Ever-Hungry Krakoznyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-07-30 · Java 8 (first AC) · Tags: brute force, combinatorics, greedy, math

[Petr's solution](#)

1086.

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-05-07 · Java 8 (first AC) · Tags: graphs, shortest paths

[Petr's solution](#)

1087.

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-03-05 · Java 8 (first AC) · Tags: data structures

[Petr's solution](#)

1088.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[Petr's solution](#)

1089.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2015-02-07 · last AC: 2015-02-07 · Java 8 (first AC) · Tags: flows

[Petr's solution](#)

1090.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: dp

[Petr's solution](#)

1091.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2014-12-30 · Java 8 (first AC) · Tags: divide and conquer, dp

[Petr's solution](#)

1092.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2014-10-24 · Java 8 (first AC) · Tags: combinatorics, dp, trees

[Petr's solution](#)

1093.

477D

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

Quality: 593 global accepts · Rating: 2700 · first AC: 2014-10-12 · Java 8 (first AC) · Tags: dp, strings

[Petr's solution](#)

1094.

472F

[Design Tutorial: Change the Goal](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2700 · first AC: 2014-09-28 · Java 8 (first AC) · Tags: constructive algorithms, math, matrices

[Petr's solution](#)

1095.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2014-09-07 · Java 7 (first AC) · Tags: dp, probabilities

[Petr's solution](#)

1096.

458D

[Bingo!](#) · [Tutorial](#)

Quality: 2700 · first AC: 2014-08-10 · Java 7 (first AC) · Tags: combinatorics, probabilities

[Petr's solution](#)

1097.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2014-07-27 · Java 7 (first AC) · Tags: data structures, divide and conquer, hashing

[Petr's solution](#)

1098.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2014-03-30 · Java 7 (first AC) · Tags: dp, hashing

[Petr's solution](#)

1099.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2014-02-03 · Java 7 (first AC) · Tags: math

[Petr's solution](#)

1100.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2013-11-26 · Java 7 (first AC) · Tags: combinatorics, dp

[Petr's solution](#)

1101.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2013-10-04 · Java 7 (first AC) · Tags: data structures

[Petr's solution](#)

1102.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2012-12-06 · last AC: 2012-12-06 · Java 6 (first AC) · Tags: bitmasks, math

[Petr's solution](#)

1103.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2012-07-30 · Java 6 (first AC) · Tags: data structures, hashing, strings

[Petr's solution](#)

1104.

198D

[Cube Snake](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 2700 · first AC: 2012-06-22 · Java 6 (first AC) · Tags: constructive algorithms

[Petr's solution](#)

1105.

109E

[Lucky Interval](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: 2700 · first AC: 2011-08-29 · Java 6 (first AC) · Tags: brute force, math

[Petr's solution](#)

1106.

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2011-07-22 · Java 6 (first AC) · Tags: dp, games, math, probabilities

[Petr's solution](#)

1107.

97D

[Robot in Basement](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 2700 · first AC: 2011-07-15 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[Petr's solution](#)

1108.

86E

[Long sequence](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2700 · first AC: 2011-05-22 · Java 6 (first AC) · Tags: brute force, math, matrices

[Petr's solution](#)

1109.

81E

[Pairs](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2011-05-04 · Java 6 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Petr's solution](#)

1110.

70E

[Information Reform](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2011-03-26 · Java 6 (first AC) · Tags: dp, implementation, trees

[Petr's solution](#)

1111.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2011-03-26 · Java 6 (first AC) · Tags: data structures, geometry

[Petr's solution](#)

1112.

54E

[Vacuum B / EV æW](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 2700 · first AC: 2011-01-11 · Java 6 (first AC) · Tags: geometry

[Petr's solution](#)

1113.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Petr's solution](#)

1114.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[Petr's solution](#)

1115.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Petr's solution](#)

1116.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Petr's solution](#)

1117.

2048G

[Kevin and Matrices](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[Petr's solution](#)

1118.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Petr's solution](#)

1119.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Petr's solution](#)

1120.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[Petr's solution](#)

1121.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Petr's solution](#)

1122.

1685D1

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

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Petr's solution](#)

1123.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[Petr's solution](#)

1124.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[Petr's solution](#)

1125.

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Petr's solution](#)

1126.

1441C

[Sum](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, greedy

[Petr's solution](#)

1127.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[Petr's solution](#)

1128.

1383E

[Strange Operation](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[Petr's solution](#)

1129.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Petr's solution](#)

1130.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Petr's solution](#)

1131.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, strings

[Petr's solution](#)

1132.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-05 · Java 8 (first AC) · Tags: data structures

[Petr's solution](#)

1133.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2018-09-05 · Java 8 (first AC) · Tags: data structures, dp, trees

[Petr's solution](#)

1134.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2017-12-29 · Java 8 (first AC) · Tags: dp, math

[Petr's solution](#)

1135.

859F

[Ordering T-Shirts](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 2800 · first AC: 2017-09-16 · Java 8 (first AC) · Tags: greedy

[Petr's solution](#)

1136.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2017-07-30 · Java 8 (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Petr's solution](#)

1137.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2017-07-13 · Java 8 (first AC) · Tags: combinatorics, dp, graphs, trees

[Petr's solution](#)

1138.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2017-05-13 · Java 8 (first AC) · Tags: data structures

[Petr's solution](#)

1139.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2017-05-13 · Java 8 (first AC) · Tags: games, math

[Petr's solution](#)

1140.

698E

[Cron](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 2800 · first AC: 2016-07-19 · Java 8 (first AC) · Tags: —

[Petr's solution](#)

1141.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2016-06-23 · Java 8 (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[Petr's solution](#)

1142.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2016-01-14 · last AC: 2016-01-14 · Java 8 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Petr's solution](#)

1143.

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2015-08-10 · Java 8 (first AC) · Tags: brute force, geometry, math

[Petr's solution](#)

1144.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2015-06-27 · Java 8 (first AC) · Tags: dfs and similar, graphs, trees

[Petr's solution](#)

1145.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-06 · Java 8 (first AC) · Tags: data structures, divide and conquer

[Petr's solution](#)

1146.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: flows

[Petr's solution](#)

1147.

472E

[Design Tutorial: Learn from a Game](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2800 · first AC: 2014-09-28 · Java 8 (first AC) · Tags: constructive algorithms, implementation

[Petr's solution](#)

1148.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2013-12-29 · Java 7 (first AC) · Tags: dp, geometry

[Petr's solution](#)

1149.

326E

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

Rating: 2800 · first AC: 2013-08-03 · Java 7 (first AC) · Tags: —

[Petr's solution](#)

1150.

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2013-02-28 · Java 7 (first AC) · Tags: dp, probabilities

[Petr's solution](#)

1151.

196D

[The Next Good String](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2800 · first AC: 2012-06-12 · Java 6 (first AC) · Tags: data structures, greedy, hashing, strings

[Petr's solution](#)

1152.

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2010-04-26 · Java 6 (first AC) · Tags: binary search, dp, greedy

[Petr's solution](#)

1153.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · last AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[Petr's solution](#)

1154.

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy

[Petr's solution](#)

1155.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees

[Petr's solution](#)

1156.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[Petr's solution](#)

1157.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[Petr's solution](#)

1158.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[Petr's solution](#)

1159.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Petr's solution](#)

1160.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[Petr's solution](#)

1161.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices

[Petr's solution](#)

1162.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Petr's solution](#)

1163.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[Petr's solution](#)

1164.

1479D

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

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Petr's solution](#)

1165.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[Petr's solution](#)

1166.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Petr's solution](#)

1167.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-07-30 · Java 8 (first AC) · Tags: greedy, number theory, probabilities

[Petr's solution](#)

1168.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2018-11-10 · Java 8 (first AC) · Tags: strings, trees

[Petr's solution](#)

1169.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2018-07-01 · Java 8 (first AC) · Tags: combinatorics, divide and conquer, trees

[Petr's solution](#)

1170.

966E

[May Holidays](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-04-29 · Java 8 (first AC) · Tags: data structures, trees

[Petr's solution](#)

1171.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2018-03-04 · Java 8 (first AC) · Tags: data structures, dp, math

[Petr's solution](#)

1172.

889D

[Symmetric Projections](#) · [Tutorial](#)

Rating: 2900 · first AC: 2017-11-12 · Java 8 (first AC) · Tags: geometry

[Petr's solution](#)

1173.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2016-06-23 · Java 8 (first AC) · Tags: binary search, math

[Petr's solution](#)

1174.

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2016-06-08 · Java 8 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities

[Petr's solution](#)

1175.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2015-12-30 · Java 7 (first AC) · Tags: geometry, two pointers

[Petr's solution](#)

1176.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2015-02-02 · Java 8 (first AC) · Tags: constructive algorithms, divide and conquer

[Petr's solution](#)

1177.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2015-02-02 · Java 8 (first AC) · Tags: dp, trees

[Petr's solution](#)

1178.

497D

[Gears](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2900 · first AC: 2014-12-17 · Java 8 (first AC) · Tags: brute force, geometry, math

[Petr's solution](#)

1179.

497E

[Subsequences Return](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 2900 · first AC: 2014-12-17 · Java 8 (first AC) · Tags: dp, matrices

[Petr's solution](#)

1180.

403E

[Two Rooted Trees](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2900 · first AC: 2014-03-16 · Java 7 (first AC) · Tags: data structures, implementation, trees

[Petr's solution](#)

1181.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2013-11-19 · Java 7 (first AC) · Tags: brute force, math, probabilities

[Petr's solution](#)

1182.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2013-09-15 · Java 7 (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[Petr's solution](#)

1183.

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2013-07-13 · Java 7 (first AC) · Tags: dsu

[Petr's solution](#)

1184.

217D

[Bitonix' Patrol](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 2900 · first AC: 2012-08-18 · Java 6 (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, math

[Petr's solution](#)

1185.

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2012-06-03 · Java 6 (first AC) · Tags: data structures

[Petr's solution](#)

1186.

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2012-06-03 · Java 6 (first AC) · Tags: brute force, math, matrices

[Petr's solution](#)

1187.

79E

[Security System](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 2900 · first AC: 2011-04-30 · Java 6 (first AC) · Tags: math

[Petr's solution](#)

1188.

73F

[Plane of Tanks](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 2900 · first AC: 2011-04-10 · Java 6 (first AC) · Tags: brute force, geometry

[Petr's solution](#)

1189.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3000 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees

[Petr's solution](#)

1190.

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[Petr's solution](#)

1191.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · last AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Petr's solution](#)

1192.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[Petr's solution](#)

1193.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Petr's solution](#)

1194.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[Petr's solution](#)

1195.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[Petr's solution](#)

1196.

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Petr's solution](#)

1197.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Petr's solution](#)

1198.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Petr's solution](#)

1199.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Petr's solution](#)

1200.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Petr's solution](#)

1201.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory

[Petr's solution](#)

1202.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[Petr's solution](#)

1203.

1441D

[Black, White and Grey Tree](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Petr's solution](#)

1204.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Petr's solution](#)

1205.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2019-05-26 · last AC: 2019-05-28 · Java 8 (first AC) · Tags: dp, implementation, trees

[Petr's solution](#)

1206.

1161E

[Rainbow Coins](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-05-04 · Java 8 (first AC) · Tags: interactive

[Petr's solution](#)

1207.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-04-29 · Java 8 (first AC) · Tags: brute force, dp, graphs, greedy

[Petr's solution](#)

1208.

1097G

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

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2019-01-04 · Java 8 (first AC) · Tags: combinatorics, dp, trees

[Petr's solution](#)

1209.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2018-02-25 · Java 8 (first AC) · Tags: dp, greedy

[Petr's solution](#)

1210.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2017-11-12 · Java 8 (first AC) · Tags: binary search, dp, math

[Petr's solution](#)

1211.

859G

[Circle of Numbers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2017-09-16 · Java 8 (first AC) · Tags: math

[Petr's solution](#)

1212.

806E

[Blog Post Rating](#) · [Tutorial](#)

Rating: 3000 · first AC: 2017-05-07 · Java 8 (first AC) · Tags: data structures

[Petr's solution](#)

1213.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2016-07-19 · Java 8 (first AC) · Tags: combinatorics, number theory

[Petr's solution](#)

1214.

666D

[Chain Reaction](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2016-04-29 · Java 8 (first AC) · Tags: brute force, geometry

[Petr's solution](#)

1215.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2016-02-28 · Java 8 (first AC) · Tags: two pointers

[Petr's solution](#)

1216.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2015-12-01 · Java 7 (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Petr's solution](#)

1217.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2015-08-29 · GNU C++ (first AC) · Tags: data structures, divide and conquer, dp

[Petr's solution](#)

1218.

568E

[Longest Increasing Subsequence](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 3000 · first AC: 2015-08-10 · Java 8 (first AC) · Tags: data structures, dp

[Petr's solution](#)

1219.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2015-01-18 · Java 8 (first AC) · Tags: combinatorics, dp, matrices, strings

[Petr's solution](#)

1220.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2014-08-01 · Java 7 (first AC) · Tags: dp, matrices

[Petr's solution](#)

1221.

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2014-06-13 · Java 7 (first AC) · Tags: brute force, data structures, dp

[Petr's solution](#)

1222.

346E

[Doodle Jump](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3000 · first AC: 2013-09-20 · Java 7 (first AC) · Tags: math, number theory

[Petr's solution](#)

1223.

331D3

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: data structures, implementation, trees

[Petr's solution](#)

1224.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2013-06-23 · Java 7 (first AC) · Tags: data structures

[Petr's solution](#)

1225.

274E

[Mirror Room](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 3000 · first AC: 2013-02-20 · Java 7 (first AC) · Tags: data structures, implementation

[Petr's solution](#)

1226.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2012-10-21 · Java 6 (first AC) · Tags: graphs

[Petr's solution](#)

1227.

223D

[Spider](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: 3000 · first AC: 2012-09-16 · Java 6 (first AC) · Tags: geometry, graphs

[Petr's solution](#)

1228.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[Petr's solution](#)

1229.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[Petr's solution](#)

1230.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Petr's solution](#)

1231.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Petr's solution](#)

1232.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Petr's solution](#)

1233.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[Petr's solution](#)

1234.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, trees

[Petr's solution](#)

1235.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Petr's solution](#)

1236.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[Petr's solution](#)

1237.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[Petr's solution](#)

1238.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Petr's solution](#)

1239.

1329D

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

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Petr's solution](#)

1240.

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-09-23 · Java 8 (first AC) · Tags: brute force, probabilities

[Petr's solution](#)

1241.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2017-12-29 · Java 8 (first AC) · Tags: —

[Petr's solution](#)

1242.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2017-07-13 · last AC: 2017-07-13 · Java 8 (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[Petr's solution](#)

1243.

781F

[Intranet of Buses](#) · [Tutorial](#)

Rating: 3100 · first AC: 2017-03-06 · last AC: 2017-03-06 · Java 8 (first AC) · Tags: binary search, geometry, two pointers

[Petr's solution](#)

1244.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2016-06-08 · Java 8 (first AC) · Tags: data structures

[Petr's solution](#)

1245.

663D

[To Hack or not to Hack](#) · [Tutorial](#)

Rating: 3100 · first AC: 2016-04-16 · Java 8 (first AC) · Tags: brute force, dp, greedy

[Petr's solution](#)

1246.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2016-02-13 · Java 8 (first AC) · Tags: data structures, dp, greedy, math

[Petr's solution](#)

1247.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: constructive algorithms, math, sortings

[Petr's solution](#)

1248.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2015-04-14 · Java 8 (first AC) · Tags: data structures, divide and conquer, trees

[Petr's solution](#)

1249.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2015-03-02 · Java 8 (first AC) · Tags: dfs and similar, graphs

[Petr's solution](#)

1250.

388E

[Fox and Meteor Shower](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3100 · first AC: 2014-02-03 · Java 7 (first AC) · Tags: geometry

[Petr's solution](#)

1251.

379G

[New Year Cactus](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3100 · first AC: 2013-12-30 · Java 7 (first AC) · Tags: dp

[Petr's solution](#)

1252.

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[Petr's solution](#)

1253.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Petr's solution](#)

1254.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, games, greedy, trees

[Petr's solution](#)

1255.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-11-25 · last AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[Petr's solution](#)

1256.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Petr's solution](#)

1257.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[Petr's solution](#)

1258.

1781H1

[Window Signals \(easy version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Petr's solution](#)

1259.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[Petr's solution](#)

1260.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Petr's solution](#)

1261.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2021-10-30 · last AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Petr's solution](#)

1262.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[Petr's solution](#)

1263.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Petr's solution](#)

1264.

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[Petr's solution](#)

1265.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2018-12-30 · Java 8 (first AC) · Tags: interactive, math, number theory

[Petr's solution](#)

1266.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2017-01-15 · Java 8 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[Petr's solution](#)

1267.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2016-12-30 · Java 8 (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Petr's solution](#)

1268.

744E

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

Quality: 149 global accepts · Rating: 3200 · first AC: 2016-12-17 · Java 8 (first AC) · Tags: strings, two pointers

[Petr's solution](#)

1269.

645G

[Armistice Area Apportionment](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: 3200 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: binary search, geometry

[Petr's solution](#)

1270.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2016-01-14 · last AC: 2016-01-14 · Java 7 (first AC) · Tags: dp, hashing, strings

[Petr's solution](#)

1271.

611H

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

Quality: 700 global accepts · Rating: 3200 · first AC: 2015-12-30 · Java 7 (first AC) · Tags: constructive algorithms, flows, graphs

[Petr's solution](#)

1272.

571E

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

Quality: 295 global accepts · Rating: 3200 · first AC: 2015-08-22 · Java 7 (first AC) · Tags: math

[Petr's solution](#)

1273.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2015-07-30 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, trees

[Petr's solution](#)

1274.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[Petr's solution](#)

1275.

482E

[ELCA](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 3200 · first AC: 2014-10-25 · last AC: 2014-10-25 · Java 8 (first AC) · Tags: data structures, trees

[Petr's solution](#)

1276.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp

[Petr's solution](#)

1277.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Petr's solution](#)

1278.

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, geometry

[Petr's solution](#)

1279.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Petr's solution](#)

1280.

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Petr's solution](#)

1281.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[Petr's solution](#)

1282.

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, math

[Petr's solution](#)

1283.

1615G

[Maximum Adjacent Pairs](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings

[Petr's solution](#)

1284.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing

[Petr's solution](#)

1285.

1552H

[Guess the Perimeter](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory

[Petr's solution](#)

1286.

1544G

[What a Reversal](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Petr's solution](#)

1287.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[Petr's solution](#)

1288.

1396D

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

Quality: 343 global accepts · Rating: 3300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[Petr's solution](#)

1289.

1381E

[Origami](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, sortings

[Petr's solution](#)

1290.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[Petr's solution](#)

1291.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy

[Petr's solution](#)

1292.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: constructive algorithms

[Petr's solution](#)

1293.

1209H

[Moving Walkways](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3300 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: data structures, greedy, math

[Petr's solution](#)

1294.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[Petr's solution](#)

1295.

866E

[Hex Dyslexia](#) · [Tutorial](#)

Rating: 3300 · first AC: 2017-09-30 · Java 8 (first AC) · Tags: brute force

[Petr's solution](#)

1296.

2127G1

[Inter Active \(Easy Version\)](#) · [Tutorial](#)

Quality: 101 global accepts · Rating: 3400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive

algorithms, interactive, probabilities

[Petr's solution](#)

1297.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings

[Petr's solution](#)

1298.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[Petr's solution](#)

1299.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Petr's solution](#)

1300.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[Petr's solution](#)

1301.

1552I

[Organizing a Music Festival](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3400 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math

[Petr's solution](#)

1302.

1544H

[Turing's Award](#) · [Tutorial](#)

Rating: 3400 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Petr's solution](#)

1303.

1491H

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

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Petr's solution](#)

1304.

1310F

[Bad Cryptography](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3400 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Petr's solution](#)

1305.

1119F

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

Quality: 875 global accepts · Rating: 3400 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: data structures, dp, trees

[Petr's solution](#)

1306.

1098E

[Fedya the Potter](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3400 · first AC: 2019-01-05 · Java 8 (first AC) · Tags: binary search, implementation, math, number theory

[Petr's solution](#)

1307.

1097H

[Mateusz and an Infinite Sequence](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3400 · first AC: 2019-01-04 · Java 8 (first AC) · Tags: bitmasks, brute force, dp, strings

[Petr's solution](#)

1308.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2019-01-04 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[Petr's solution](#)

1309.

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2017-05-13 · Java 8 (first AC) · Tags: combinatorics, dp, math

[Petr's solution](#)

1310.

739D

[Recover a functional graph](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: graph matchings

[Petr's solution](#)

1311.

627F

[Island Puzzle](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 3400 · first AC: 2016-02-28 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Petr's solution](#)

1312.

2161G

[Bitwise And Equals](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[Petr's solution](#)

1313.

2061H1

[Kevin and Stones \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[Petr's solution](#)

1314.

2057H

[Coffee Break](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Petr's solution](#)

1315.

1889F

[Doremy's Average Tree](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, trees

[Petr's solution](#)

1316.

1854F

[Mark and Spaceship](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Petr's solution](#)

1317.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Petr's solution](#)

1318.

1628F

[Spaceship Crisis Management](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry, sortings

[Petr's solution](#)

1319.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[Petr's solution](#)

1320.

1545E1

[AquaMoon and Time Stop \(easy version\)](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 3500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Petr's solution](#)

1321.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Petr's solution](#)

1322.

1427H

[Prison Break](#) · [Tutorial](#)

Quality: 94 global accepts · Rating: 3500 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, games, geometry, ternary search

[Petr's solution](#)

1323.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Petr's solution](#)

1324.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: — · first AC: 2026-04-26 · last AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[Petr's solution](#)

1325.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[Petr's solution](#)

1326.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Petr's solution](#)

1327.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,760 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Petr's solution](#)

1328.

2222D

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

Quality: 3,174 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[Petr's solution](#)

1329.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,259 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Petr's solution](#)

1330.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,968 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Petr's solution](#)

1331.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Petr's solution](#)

1332.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,597 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[Petr's solution](#)

1333.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[Petr's solution](#)

1334.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,979 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Petr's solution](#)

1335.

2142H

[Desktop Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · last AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special

[Petr's solution](#)

1336.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Petr's solution](#)

1337.

105254Y

[Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · FPC (first AC) · Tags: —

[Petr's solution](#)

1338.

1533J

[Pawns](#) · [Tutorial](#)

Quality: 52 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special

[Petr's solution](#)

1339.

1533I

[Excursions](#) · [Tutorial](#)

Quality: 61 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms, dfs and similar, flows, graph matchings, graphs

[Petr's solution](#)

1340.

1533H

[Submatrices](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, bitmasks, data structures, dp

[Petr's solution](#)

1341.

1533G

[Biome Map](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs

[Petr's solution](#)

1342.

1533F

[Binary String Partition](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[Petr's solution](#)

1343.

1533E

[Chess Team Forming](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures, greedy

[Petr's solution](#)

1344.

1533D

[String Searching](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, hashing

[Petr's solution](#)

1345.

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[Petr's solution](#)

1346.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Petr's solution](#)

1347.

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

[Petr's solution](#)

1348.

1532A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special

[Petr's solution](#)

1349.

1531E3

[B 7D B C,,@Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search

[Petr's solution](#)

1350.

1531E2

[B 7D B C,,@Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-29 · last AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force

[Petr's solution](#)

1351.

1531E1

[B 7D B C,,@Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Petr's solution](#)

1352.

1531D

[B 5CD0C#B0ja@D45CÂ C,,=C45D Â 6ö/Æ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Petr's solution](#)

1353.

1531C

[B 8CÄ<CTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, dp

[Petr's solution](#)

1354.

1531B1

[AÄ×CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Petr's solution](#)

1355.

1531B2

[AÄ×CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Petr's solution](#)

1356.

1531A

[A†8CÔ3OT@†color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[Petr's solution](#)

1357.

1275E1

[A†×CÔ8D >C´LCÔ0Dð AD4<CÄ0](#)

Quality: 265 global accepts · Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Petr's solution](#)

1358.

1275E2

[A†×CÔ8D >C´LCÔ0Dð AD4<CÄ0](#)

Quality: 138 global accepts · Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Petr's solution](#)

1359.

1275E3

[A†×CÔ8D >C´LCÔ0Dð AD4<CÄ0](#)

Quality: 61 global accepts · Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Petr's solution](#)

1360.

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Petr's solution](#)

1361.

1275C

[#define At0CD0D10aB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Petr's solution](#)

1362.

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Petr's solution](#)

1363.

1275A

[B IDK\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Petr's solution](#)

1364.

1275F

[B,,DD4C,,@Cä2C =C,,5 Cö>D BCä2](#)

Quality: 92 global accepts · Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, interactive

[Petr's solution](#)

1365.

1170I

[Good Subsets](#) · [Tutorial](#)

Quality: 47 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, dp

[Petr's solution](#)

1366.

1170H

[Longest Saw](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms

[Petr's solution](#)

1367.

1170G

[Graph Decomposition](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, graphs

[Petr's solution](#)

1368.

1170F

[Wheels](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[Petr's solution](#)

1369.

1170E

[Sliding Doors](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, binary search

[Petr's solution](#)

1370.

1170D

[Decoding of Integer Sequences](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[Petr's solution](#)

1371.

1170C

[Minus and Minus Give Plus](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation, strings

[Petr's solution](#)

1372.

1170B

[Bad Days](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Petr's solution](#)

1373.

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, math

[Petr's solution](#)

1374.

100501E

[A 0050\\$> CD5D 5C\\$>](#)

Rating: — · first AC: 2014-10-04 · Java 8 (first AC) · Tags: —

[Petr's solution](#)