

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

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# Unique solved — RNS

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

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

Filters: none

Count: 410

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,681 global accepts · Rating: 800 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[RNS's solution](#)

2.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 800 · first AC: 2017-11-09 · last AC: 2017-11-09 · GNU C++11 (first AC) · Tags: implementation

[RNS's solution](#)

3.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: implementation

[RNS's solution](#)

4.

867A

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

Quality: 20,630 global accepts · Rating: 800 · first AC: 2017-10-01 · GNU C++11 (first AC) · Tags: implementation

[RNS's solution](#)

5.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,341 global accepts · Rating: 800 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[RNS's solution](#)

6.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,409 global accepts · Rating: 800 · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: implementation, math

[RNS's solution](#)

7.

38A

[Army](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2016-05-16 · last AC: 2016-05-16 · GNU C++11 (first AC) · Tags: implementation

[RNS's solution](#)

8.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,084 global accepts · Rating: 800 · first AC: 2016-05-04 · last AC: 2016-05-04 · GNU C++ (first AC) · Tags: brute force

[RNS's solution](#)

9.

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-03-08 · GNU C++ (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[RNS's solution](#)

**10.**

551A

[GukiZ and Contest](#) · [Tutorial](#)

Quality: 17,859 global accepts · Rating: 800 · first AC: 2015-06-17 · last AC: 2015-06-17 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[RNS's solution](#)

**11.**

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,536 global accepts · Rating: 900 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[RNS's solution](#)

**12.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,640 global accepts · Rating: 900 · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: implementation, strings

[RNS's solution](#)

**13.**

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 900 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: brute force, implementation

[RNS's solution](#)

**14.**

847G

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

Quality: 7,647 global accepts · Rating: 900 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation

[RNS's solution](#)

**15.**

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2016-03-08 · GNU C++ (first AC) · Tags: brute force, implementation

[RNS's solution](#)

**16.**

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 900 · first AC: 2015-06-16 · last AC: 2015-06-16 · GNU C++ (first AC) · Tags: brute force, geometry

[RNS's solution](#)

**17.**

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · last AC: 2015-06-06 · GNU C++ (first AC) · Tags: implementation, strings

[RNS's solution](#)

**18.**

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,091 global accepts · Rating: 900 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: math

[RNS's solution](#)

**19.**

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: implementation

[RNS's solution](#)

**20.**

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-26 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[RNS's solution](#)

**21.**

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-26 · GNU C++11 (first AC) · Tags: implementation, sortings  
[RNS's solution](#)

**22.**

862A

[Mahmoud and Ehab and the MEX](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: greedy, implementation  
[RNS's solution](#)

**23.**

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,808 global accepts · Rating: 1000 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation, math  
[RNS's solution](#)

**24.**

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,142 global accepts · Rating: 1000 · first AC: 2016-04-17 · GNU C++ (first AC) · Tags: greedy, shortest paths  
[RNS's solution](#)

**25.**

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2016-04-13 · GNU C++ (first AC) · Tags: implementation  
[RNS's solution](#)

**26.**

500A

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

Quality: 62,687 global accepts · Rating: 1000 · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation  
[RNS's solution](#)

**27.**

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: implementation  
[RNS's solution](#)

**28.**

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: implementation, strings  
[RNS's solution](#)

**29.**

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: math  
[RNS's solution](#)

**30.**

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,795 global accepts · Rating: 1100 · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: brute force, implementation  
[RNS's solution](#)

**31.**

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1100 · first AC: 2017-06-23 · GNU C++11 (first AC) · Tags: math, number theory  
[RNS's solution](#)

**32.**

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2017-06-23 · GNU C++11 (first AC) · Tags: \*special, data structures, dp, implementation

[RNS's solution](#)

**33.**

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-03-08 · GNU C++ (first AC) · Tags: brute force

[RNS's solution](#)

**34.**

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 1100 · first AC: 2016-03-08 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[RNS's solution](#)

**35.**

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2015-06-16 · last AC: 2015-06-16 · GNU C++ (first AC) · Tags: implementation

[RNS's solution](#)

**36.**

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[RNS's solution](#)

**37.**

331C1

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

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: dp

[RNS's solution](#)

**38.**

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2013-07-05 · last AC: 2013-07-05 · GNU C++ (first AC) · Tags: greedy, math

[RNS's solution](#)

**39.**

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: brute force, math

[RNS's solution](#)

**40.**

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, implementation

[RNS's solution](#)

**41.**

38B

[Chess](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1200 · first AC: 2016-05-16 · last AC: 2016-05-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[RNS's solution](#)

**42.**

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,294 global accepts · Rating: 1200 · first AC: 2016-04-13 · GNU C++ (first AC) · Tags: greedy, implementation, math, number theory

[RNS's solution](#)

43.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2016-03-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings  
[RNS's solution](#)

44.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-03-08 · GNU C++ (first AC) · Tags: constructive algorithms, implementation  
[RNS's solution](#)

45.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-03-08 · GNU C++ (first AC) · Tags: greedy, sortings  
[RNS's solution](#)

46.

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,475 global accepts · Rating: 1200 · first AC: 2015-06-16 · last AC: 2015-06-16 · GNU C++ (first AC) · Tags: greedy, two pointers  
[RNS's solution](#)

47.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: constructive algorithms, greedy  
[RNS's solution](#)

48.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: greedy, sortings  
[RNS's solution](#)

49.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[RNS's solution](#)

50.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: brute force, implementation  
[RNS's solution](#)

51.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,099 global accepts · Rating: 1300 · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force  
[RNS's solution](#)

52.

871A

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

Rating: 1300 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory  
[RNS's solution](#)

53.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,646 global accepts · Rating: 1300 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees  
[RNS's solution](#)

- 54.**  
203B  
[Game on Paper](#) · [Tutorial](#)  
Quality: 2,786 global accepts · Rating: 1300 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, implementation  
[RNS's solution](#)
- 55.**  
653B  
[Bear and Compressing](#) · [Tutorial](#)  
Quality: 5,335 global accepts · Rating: 1300 · first AC: 2017-06-23 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings  
[RNS's solution](#)
- 56.**  
633B  
[A Trivial Problem](#) · [Tutorial](#)  
Quality: 7,238 global accepts · Rating: 1300 · first AC: 2017-06-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[RNS's solution](#)
- 57.**  
628B  
[New Skateboard](#) · [Tutorial](#)  
Quality: 12,059 global accepts · Rating: 1300 · first AC: 2017-06-23 · GNU C++11 (first AC) · Tags: dp  
[RNS's solution](#)
- 58.**  
626B  
[Cards](#) · [Tutorial](#)  
Quality: 6,922 global accepts · Rating: 1300 · first AC: 2017-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math  
[RNS's solution](#)
- 59.**  
625C  
[K-special Tables](#) · [Tutorial](#)  
Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-03-09 · GNU C++ (first AC) · Tags: constructive algorithms, implementation  
[RNS's solution](#)
- 60.**  
83A  
[Magical Array](#) · [Tutorial](#)  
Quality: 6,858 global accepts · Rating: 1300 · first AC: 2014-10-03 · last AC: 2014-10-03 · GNU C++ (first AC) · Tags: math  
[RNS's solution](#)
- 61.**  
251A  
[Points on Line](#) · [Tutorial](#)  
Quality: 21,342 global accepts · Rating: 1300 · first AC: 2014-07-23 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers  
[RNS's solution](#)
- 62.**  
318B  
[Strings of Power](#) · [Tutorial](#)  
Quality: 8,299 global accepts · Rating: 1300 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: implementation, strings, two pointers  
[RNS's solution](#)
- 63.**  
867B  
[Save the problem!](#) · [Tutorial](#)  
Rating: 1400 · first AC: 2017-10-01 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math  
[RNS's solution](#)
- 64.**  
203C  
[Photographer](#) · [Tutorial](#)  
Quality: 6,063 global accepts · Rating: 1400 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: greedy, sortings  
[RNS's solution](#)

**65.**

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,561 global accepts · Rating: 1400 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: brute force

[RNS's solution](#)

**66.**

19A

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

Quality: 3,141 global accepts · Rating: 1400 · first AC: 2016-04-29 · GNU C++ (first AC) · Tags: implementation

[RNS's solution](#)

**67.**

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-03-08 · GNU C++ (first AC) · Tags: data structures, geometry, implementation, sortings

[RNS's solution](#)

**68.**

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2015-06-20 · GNU C++ (first AC) · Tags: greedy, sortings

[RNS's solution](#)

**69.**

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,443 global accepts · Rating: 1400 · first AC: 2015-06-17 · last AC: 2015-06-17 · GNU C++ (first AC) · Tags: bitmasks, brute force

[RNS's solution](#)

**70.**

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2015-06-13 · last AC: 2015-06-13 · GNU C++ (first AC) · Tags: brute force, dp, greedy, implementation

[RNS's solution](#)

**71.**

516A

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

Rating: 1400 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[RNS's solution](#)

**72.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2015-05-31 · last AC: 2015-06-01 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[RNS's solution](#)

**73.**

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 1400 · first AC: 2015-05-31 · last AC: 2015-05-31 · GNU C++ (first AC) · Tags: brute force, implementation

[RNS's solution](#)

**74.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,178 global accepts · Rating: 1400 · first AC: 2014-06-19 · last AC: 2014-06-19 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[RNS's solution](#)

**75.**

331A1

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

Quality: 1,528 global accepts · Rating: 1400 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: brute force, implementation

[RNS's solution](#)

**76.**

277A

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

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2013-06-21 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[RNS's solution](#)

**77.**

887C

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

Quality: 2,975 global accepts · Rating: 1500 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: brute force, implementation

[RNS's solution](#)

**78.**

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math

[RNS's solution](#)

**79.**

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: brute force, dp

[RNS's solution](#)

**80.**

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[RNS's solution](#)

**81.**

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1500 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[RNS's solution](#)

**82.**

204B

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

Quality: 5,909 global accepts · Rating: 1500 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: binary search, data structures

[RNS's solution](#)

**83.**

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp

[RNS's solution](#)

**84.**

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: implementation

[RNS's solution](#)

**85.**

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[RNS's solution](#)

**86.**

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2017-06-23 · GNU C++11 (first AC) · Tags: math, number theory

[RNS's solution](#)

**87.**

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2017-06-02 · GNU C++ (first AC) · Tags: binary search, sortings

[RNS's solution](#)

**88.**

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2016-05-04 · GNU C++ (first AC) · Tags: brute force, dp

[RNS's solution](#)

**89.**

550C

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

Quality: 32,131 global accepts · Rating: 1500 · first AC: 2015-06-17 · last AC: 2015-06-17 · GNU C++ (first AC) · Tags: brute force, dp, math

[RNS's solution](#)

**90.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,640 global accepts · Rating: 1500 · first AC: 2015-06-17 · last AC: 2015-06-17 · GNU C++ (first AC) · Tags: brute force, dp, greedy, implementation, strings

[RNS's solution](#)

**91.**

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: data structures, implementation

[RNS's solution](#)

**92.**

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: greedy, math

[RNS's solution](#)

**93.**

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 1500 · first AC: 2014-12-29 · last AC: 2014-12-29 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[RNS's solution](#)

**94.**

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-27 · last AC: 2014-12-27 · GNU C++ (first AC) · Tags: greedy

[RNS's solution](#)

**95.**

331A2

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

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2013-07-17 · last AC: 2014-10-03 · GNU C++ (first AC) · Tags: data structures, sortings

[RNS's solution](#)

**96.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,970 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dp

[RNS's solution](#)

**97.**

273A

[Dima and Staircase](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-07-25 · GNU C++ (first AC) · Tags: —

[RNS's solution](#)

**98.**

256A

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

Rating: 1500 · first AC: 2013-07-05 · last AC: 2014-07-24 · GNU C++ (first AC) · Tags: binary search, dp, two pointers

[RNS's solution](#)

**99.**

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2014-06-30 · last AC: 2014-06-30 · GNU C++ (first AC) · Tags: data structures, implementation

[RNS's solution](#)

**100.**

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-06-19 · last AC: 2014-06-19 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[RNS's solution](#)

**101.**

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-06-19 · last AC: 2014-06-19 · GNU C++ (first AC) · Tags: brute force, sortings

[RNS's solution](#)

**102.**

325A

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

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

[RNS's solution](#)

**103.**

2207C

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

Quality: 5,444 global accepts · Rating: 1600 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[RNS's solution](#)

**104.**

2207B

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

Quality: 5,805 global accepts · Rating: 1600 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[RNS's solution](#)

**105.**

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: constructive algorithms

[RNS's solution](#)

**106.**

96C

[Hockey](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: implementation, strings

[RNS's solution](#)

**107.**

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,285 global accepts · Rating: 1600 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: binary search, data structures

[RNS's solution](#)

**108.**

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: greedy

[RNS's solution](#)

**109.**

860B

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, implementation, strings

[RNS's solution](#)

**110.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,363 global accepts · Rating: 1600 · first AC: 2017-06-23 · GNU C++11 (first AC) · Tags: dp, strings

[RNS's solution](#)

**111.**

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2016-04-13 · last AC: 2017-06-23 · GNU C++ (first AC) · Tags: binary search, dp, two pointers

[RNS's solution](#)

**112.**

603A

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

Quality: 8,251 global accepts · Rating: 1600 · first AC: 2017-06-23 · GNU C++11 (first AC) · Tags: dp, greedy, math

[RNS's solution](#)

**113.**

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,704 global accepts · Rating: 1600 · first AC: 2017-06-23 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation

[RNS's solution](#)

**114.**

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2017-06-03 · GNU C++ (first AC) · Tags: data structures, greedy

[RNS's solution](#)

**115.**

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2016-01-28 · last AC: 2016-01-28 · GNU C++ (first AC) · Tags: graphs, shortest paths

[RNS's solution](#)

**116.**

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-29 · last AC: 2015-07-29 · GNU C++ (first AC) · Tags: brute force, geometry, math

[RNS's solution](#)

**117.**

477A

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

Rating: 1600 · first AC: 2015-06-20 · last AC: 2015-06-20 · GNU C++ (first AC) · Tags: math

[RNS's solution](#)

**118.**

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-06-08 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[RNS's solution](#)

**119.**

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-05-31 · last AC: 2015-05-31 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, implementation, math

[RNS's solution](#)

**120.**

453A

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

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2014-08-02 · GNU C++ (first AC) · Tags: probabilities

[RNS's solution](#)

**121.**

273B

[Dima and Two Sequences](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-07-25 · GNU C++ (first AC) · Tags: combinatorics

[RNS's solution](#)

**122.**

243A

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

Quality: 4,465 global accepts · Rating: 1600 · first AC: 2014-07-22 · GNU C++ (first AC) · Tags: bitmasks

[RNS's solution](#)

**123.**

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[RNS's solution](#)

**124.**

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2014-07-03 · last AC: 2014-07-07 · GNU C++ (first AC) · Tags: games, math, number theory

[RNS's solution](#)

**125.**

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: greedy, math

[RNS's solution](#)

**126.**

343A

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

Quality: 10,082 global accepts · Rating: 1600 · first AC: 2014-07-03 · last AC: 2014-07-03 · GNU C++ (first AC) · Tags: math, number theory

[RNS's solution](#)

**127.**

343B

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

Quality: 17,285 global accepts · Rating: 1600 · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[RNS's solution](#)

**128.**

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2014-06-30 · last AC: 2014-06-30 · GNU C++ (first AC) · Tags: combinatorics, data structures, implementation

[RNS's solution](#)

**129.**

372A

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

Quality: 15,593 global accepts · Rating: 1600 · first AC: 2014-06-30 · last AC: 2014-06-30 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[RNS's solution](#)

**130.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,049 global accepts · Rating: 1600 · first AC: 2014-06-27 · last AC: 2014-06-27 · GNU C++ (first AC) · Tags: dfs and similar

[RNS's solution](#)

**131.**

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-06-19 · last AC: 2014-06-19 · GNU C++ (first AC) · Tags: dp, implementation

[RNS's solution](#)

**132.**

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1600 · first AC: 2014-06-19 · last AC: 2014-06-19 · GNU C++ (first AC) · Tags: brute force, geometry, implementation, math

[RNS's solution](#)

**133.**

319A

[Malek Dance Club](#) · [Tutorial](#)

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

[RNS's solution](#)

**134.**

283A

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

Quality: 6,872 global accepts · Rating: 1600 · first AC: 2013-06-22 · last AC: 2013-06-22 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[RNS's solution](#)

**135.**

318C

[Perfect Pair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: greedy, math

[RNS's solution](#)

**136.**

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 1700 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[RNS's solution](#)

**137.**

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[RNS's solution](#)

**138.**

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2017-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[RNS's solution](#)

**139.**

439D

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

Quality: 6,850 global accepts · Rating: 1700 · first AC: 2017-06-23 · GNU C++11 (first AC) · Tags: binary search, sortings, ternary search, two pointers

[RNS's solution](#)

**140.**

22C

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

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2016-05-04 · last AC: 2016-05-04 · GNU C++ (first AC) · Tags: graphs

[RNS's solution](#)

**141.**

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-03-09 · GNU C++ (first AC) · Tags: implementation, math

[RNS's solution](#)

**142.**

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-08 · last AC: 2016-03-08 · GNU C++ (first AC) · Tags: data structures, sortings

[RNS's solution](#)

**143.**

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2015-07-29 · last AC: 2015-07-29 · GNU C++ (first AC) · Tags: divide and conquer, hashing, sortings, strings

[RNS's solution](#)

**144.**

484A

[Bits](#) · [Tutorial](#)

Quality: 13,390 global accepts · Rating: 1700 · first AC: 2015-07-02 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms

[RNS's solution](#)

**145.**

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-06-20 · GNU C++ (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[RNS's solution](#)

**146.**

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: games, greedy, implementation, math

[RNS's solution](#)

**147.**

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-30 · last AC: 2014-12-30 · GNU C++ (first AC) · Tags: geometry

[RNS's solution](#)

**148.**

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-21 · GNU C++ (first AC) · Tags: greedy, math

[RNS's solution](#)

**149.**

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation  
[RNS's solution](#)

**150.**

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2013-07-17 · last AC: 2013-07-17 · GNU C++ (first AC) · Tags: implementation  
[RNS's solution](#)

**151.**

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2013-06-22 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs  
[RNS's solution](#)

**152.**

869C

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

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math  
[RNS's solution](#)

**153.**

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: data structures, implementation  
[RNS's solution](#)

**154.**

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: graphs, implementation  
[RNS's solution](#)

**155.**

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: binary search, dp  
[RNS's solution](#)

**156.**

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
[RNS's solution](#)

**157.**

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: constructive algorithms  
[RNS's solution](#)

**158.**

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: math, ternary search  
[RNS's solution](#)

**159.**

200D

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

Quality: 1,054 global accepts · Rating: 1800 · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: binary search, brute force, expression parsing, implementation  
[RNS's solution](#)

**160.**

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2016-05-16 · last AC: 2016-05-16 · GNU C++11 (first AC) · Tags: dp, sortings

[RNS's solution](#)

**161.**

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1800 · first AC: 2016-04-17 · GNU C++ (first AC) · Tags: brute force, games, implementation

[RNS's solution](#)

**162.**

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1800 · first AC: 2015-06-17 · last AC: 2015-06-17 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[RNS's solution](#)

**163.**

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, trees

[RNS's solution](#)

**164.**

487A

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

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[RNS's solution](#)

**165.**

533E

[Correcting Mistakes](#) · [Tutorial](#)

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[RNS's solution](#)

**166.**

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: dp, greedy

[RNS's solution](#)

**167.**

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-06-01 · last AC: 2015-06-01 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[RNS's solution](#)

**168.**

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2015-05-30 · last AC: 2015-05-30 · GNU C++ (first AC) · Tags: dp

[RNS's solution](#)

**169.**

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2014-10-03 · GNU C++ (first AC) · Tags: binary search, math, sortings

[RNS's solution](#)

**170.**

256B

[Mr. Bender and Square](#) · [Tutorial](#)

Rating: 1800 · first AC: 2013-07-05 · last AC: 2014-07-24 · GNU C++ (first AC) · Tags: binary search, brute force, math

[RNS's solution](#)

**171.**

251B

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

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2014-07-23 · GNU C++ (first AC) · Tags: implementation, math

[RNS's solution](#)

**172.**

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2014-07-04 · last AC: 2014-07-04 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[RNS's solution](#)

**173.**

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,109 global accepts · Rating: 1800 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: greedy, math, probabilities

[RNS's solution](#)

**174.**

96D

[Volleyball](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[RNS's solution](#)

**175.**

862C

[Mahmoud and Ehab and the xor](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: constructive algorithms

[RNS's solution](#)

**176.**

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, math

[RNS's solution](#)

**177.**

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2017-09-12 · GNU C++11 (first AC) · Tags: dp

[RNS's solution](#)

**178.**

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: dfs and similar

[RNS's solution](#)

**179.**

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,480 global accepts · Rating: 1900 · first AC: 2017-07-27 · last AC: 2017-07-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[RNS's solution](#)

**180.**

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2017-06-24 · last AC: 2017-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices

[RNS's solution](#)

**181.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2017-06-23 · GNU C++11 (first AC) · Tags: dp

[RNS's solution](#)

**182.**

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,873 global accepts · Rating: 1900 · first AC: 2017-06-23 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[RNS's solution](#)

**183.**

22D

[Segments](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1900 · first AC: 2016-05-04 · last AC: 2016-05-04 · GNU C++ (first AC) · Tags: greedy, sortings

[RNS's solution](#)

**184.**

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2016-04-17 · GNU C++ (first AC) · Tags: greedy, sortings

[RNS's solution](#)

**185.**

651D

[Image Preview](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-03-08 · GNU C++ (first AC) · Tags: binary search, brute force, dp, two pointers

[RNS's solution](#)

**186.**

480C

[Riding in a Lift](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-06-20 · GNU C++ (first AC) · Tags: combinatorics, dp, implementation

[RNS's solution](#)

**187.**

477B

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

Rating: 1900 · first AC: 2015-06-20 · last AC: 2015-06-20 · GNU C++ (first AC) · Tags: math

[RNS's solution](#)

**188.**

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-17 · last AC: 2015-06-17 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[RNS's solution](#)

**189.**

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2015-06-16 · last AC: 2015-06-16 · GNU C++ (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[RNS's solution](#)

**190.**

529E

[The Art of Dealing with ATM](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: brute force

[RNS's solution](#)

**191.**

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: brute force, greedy, sortings

[RNS's solution](#)

**192.**

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-06-08 · GNU C++ (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[RNS's solution](#)

**193.**

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · last AC: 2015-06-06 · GNU C++ (first AC) · Tags: greedy, implementation

[RNS's solution](#)

**194.**

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: dp

[RNS's solution](#)

**195.**

536B

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

Rating: 1900 · first AC: 2015-06-01 · last AC: 2015-06-01 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings

[RNS's solution](#)

**196.**

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-06-01 · last AC: 2015-06-01 · GNU C++ (first AC) · Tags: binary search, greedy, math

[RNS's solution](#)

**197.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-05-29 · last AC: 2015-05-29 · GNU C++ (first AC) · Tags: binary search, data structures, dp, dsu

[RNS's solution](#)

**198.**

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2014-12-29 · last AC: 2014-12-29 · GNU C++ (first AC) · Tags: binary search

[RNS's solution](#)

**199.**

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2013-07-17 · last AC: 2014-10-03 · GNU C++ (first AC) · Tags: data structures

[RNS's solution](#)

**200.**

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1900 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[RNS's solution](#)

**201.**

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2014-07-04 · last AC: 2014-07-04 · GNU C++ (first AC) · Tags: combinatorics, dp, probabilities

[RNS's solution](#)

**202.**

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2014-07-03 · last AC: 2014-07-03 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[RNS's solution](#)

### 203.

372B

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

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2014-06-30 · last AC: 2014-06-30 · GNU C++ (first AC) · Tags: brute force, divide and conquer, dp

[RNS's solution](#)

### 204.

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2013-07-05 · last AC: 2013-07-05 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp

[RNS's solution](#)

### 205.

319B

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

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

[RNS's solution](#)

### 206.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2000 · first AC: 2017-11-23 · last AC: 2017-11-23 · GNU C++11 (first AC) · Tags: geometry

[RNS's solution](#)

### 207.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[RNS's solution](#)

### 208.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: dp, trees

[RNS's solution](#)

### 209.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 2000 · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: data structures, sortings

[RNS's solution](#)

### 210.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: math, probabilities

[RNS's solution](#)

### 211.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: binary search, divide and conquer, interactive

[RNS's solution](#)

### 212.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2017-06-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[RNS's solution](#)

**213.**

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-07-03 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[RNS's solution](#)

**214.**

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: binary search, data structures, dp, two pointers

[RNS's solution](#)

**215.**

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[RNS's solution](#)

**216.**

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: bitmasks, probabilities

[RNS's solution](#)

**217.**

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: data structures, graph matchings, greedy, implementation

[RNS's solution](#)

**218.**

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-27 · last AC: 2014-12-27 · GNU C++ (first AC) · Tags: dp, strings

[RNS's solution](#)

**219.**

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2014-08-02 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[RNS's solution](#)

**220.**

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2014-07-23 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[RNS's solution](#)

**221.**

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2014-07-22 · GNU C++ (first AC) · Tags: graphs, sortings

[RNS's solution](#)

**222.**

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: brute force, data structures, greedy

[RNS's solution](#)

**223.**

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,259 global accepts · Rating: 2000 · first AC: 2014-07-07 · last AC: 2014-07-07 · GNU C++ (first AC) · Tags: dp, strings

[RNS's solution](#)

**224.**

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2014-06-30 · last AC: 2014-06-30 · GNU C++ (first AC) · Tags: graphs, greedy, sortings  
[RNS's solution](#)

**225.**

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2013-07-05 · last AC: 2013-07-05 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp, math  
[RNS's solution](#)

**226.**

318D

[Ants](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: dfs and similar  
[RNS's solution](#)

**227.**

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 2100 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory  
[RNS's solution](#)

**228.**

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2018-09-15 · GNU C++11 (first AC) · Tags: binary search, interactive, probabilities  
[RNS's solution](#)

**229.**

877D

[Olga and Energy Drinks](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 2100 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths  
[RNS's solution](#)

**230.**

862E

[Mahmoud and Ehab and the function](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings  
[RNS's solution](#)

**231.**

847F

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

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: greedy, sortings  
[RNS's solution](#)

**232.**

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2017-06-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math  
[RNS's solution](#)

**233.**

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2016-03-08 · GNU C++ (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings  
[RNS's solution](#)

**234.**

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2016-01-28 · last AC: 2016-01-28 · GNU C++ (first AC) · Tags: data structures, math  
[RNS's solution](#)

**235.**

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[RNS's solution](#)

**236.**

529D

[Social Network](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: data structures, greedy

[RNS's solution](#)

**237.**

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[RNS's solution](#)

**238.**

549H

[Degenerate Matrix](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · last AC: 2015-06-06 · GNU C++ (first AC) · Tags: binary search, math

[RNS's solution](#)

**239.**

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-05-30 · last AC: 2015-05-30 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, shortest paths

[RNS's solution](#)

**240.**

498C

[Array and Operations](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2014-12-30 · last AC: 2014-12-30 · GNU C++ (first AC) · Tags: flows, graph matchings, number theory

[RNS's solution](#)

**241.**

496E

[Distributing Parts](#) · [Tutorial](#)

Quality: 1,759 global accepts · Rating: 2100 · first AC: 2014-12-29 · GNU C++ (first AC) · Tags: greedy, sortings

[RNS's solution](#)

**242.**

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[RNS's solution](#)

**243.**

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2014-07-08 · last AC: 2014-07-08 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[RNS's solution](#)

**244.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2014-07-03 · last AC: 2014-07-03 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

[RNS's solution](#)

**245.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2014-06-30 · last AC: 2014-06-30 · GNU C++ (first AC) · Tags: data structures, dp, math

[RNS's solution](#)

**246.**

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-06-19 · last AC: 2014-06-19 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer

[RNS's solution](#)

**247.**

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[RNS's solution](#)

**248.**

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-10-20 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[RNS's solution](#)

**249.**

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: bitmasks, dp

[RNS's solution](#)

**250.**

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: flows

[RNS's solution](#)

**251.**

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-18 · last AC: 2017-06-18 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[RNS's solution](#)

**252.**

19C

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

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures

[RNS's solution](#)

**253.**

651E

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

Rating: 2200 · first AC: 2016-03-08 · GNU C++ (first AC) · Tags: dsu, graphs, greedy

[RNS's solution](#)

**254.**

477C

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

Rating: 2200 · first AC: 2015-06-20 · last AC: 2015-08-13 · GNU C++ (first AC) · Tags: dp

[RNS's solution](#)

**255.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2015-07-29 · last AC: 2015-07-30 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[RNS's solution](#)

**256.**

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-06-17 · GNU C++ (first AC) · Tags: binary search, greedy

[RNS's solution](#)

**257.**

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-17 · last AC: 2015-06-17 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[RNS's solution](#)

**258.**

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[RNS's solution](#)

**259.**

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: games

[RNS's solution](#)

**260.**

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · last AC: 2015-06-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[RNS's solution](#)

**261.**

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-06-01 · last AC: 2015-06-01 · GNU C++ (first AC) · Tags: brute force, data structures, math, sortings

[RNS's solution](#)

**262.**

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-06-01 · last AC: 2015-06-01 · GNU C++ (first AC) · Tags: dfs and similar, dp, math, trees

[RNS's solution](#)

**263.**

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-29 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math

[RNS's solution](#)

**264.**

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: data structures, implementation

[RNS's solution](#)

**265.**

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2014-08-02 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[RNS's solution](#)

**266.**

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2014-07-25 · GNU C++ (first AC) · Tags: graphs, greedy  
[RNS's solution](#)

**267.**

256C

[Furlo and Rublo and Game](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-07-05 · last AC: 2014-07-24 · GNU C++ (first AC) · Tags: games  
[RNS's solution](#)

**268.**

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2014-07-22 · GNU C++ (first AC) · Tags: dfs and similar, implementation  
[RNS's solution](#)

**269.**

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2014-07-03 · last AC: 2014-07-07 · GNU C++ (first AC) · Tags: greedy, math  
[RNS's solution](#)

**270.**

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2014-07-04 · last AC: 2014-07-04 · GNU C++ (first AC) · Tags: greedy  
[RNS's solution](#)

**271.**

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2014-06-21 · last AC: 2014-06-21 · GNU C++ (first AC) · Tags: data structures, divide and conquer, geometry  
[RNS's solution](#)

**272.**

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2014-06-19 · last AC: 2014-06-19 · GNU C++ (first AC) · Tags: bitmasks, greedy  
[RNS's solution](#)

**273.**

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: data structures, greedy  
[RNS's solution](#)

**274.**

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: combinatorics, math  
[RNS's solution](#)

**275.**

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2017-10-28 · last AC: 2017-10-28 · GNU C++11 (first AC) · Tags: data structures, flows, hashing

[RNS's solution](#)

**276.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 2300 · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[RNS's solution](#)

**277.**

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[RNS's solution](#)

**278.**

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2017-06-03 · GNU C++11 (first AC) · Tags: dp

[RNS's solution](#)

**279.**

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2017-06-02 · GNU C++ (first AC) · Tags: games, trees

[RNS's solution](#)

**280.**

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2016-01-28 · last AC: 2016-01-28 · GNU C++ (first AC) · Tags: dp, math, probabilities

[RNS's solution](#)

**281.**

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[RNS's solution](#)

**282.**

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: flows, graph matchings

[RNS's solution](#)

**283.**

516C

[Brazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: data structures

[RNS's solution](#)

**284.**

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · last AC: 2015-06-06 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[RNS's solution](#)

**285.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-05-30 · last AC: 2015-05-30 · GNU C++ (first AC) · Tags: dp, trees

[RNS's solution](#)

**286.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-29 · last AC: 2015-05-29 · GNU C++ (first AC) · Tags: bitmasks, combinatorics,

dp, math, number theory

[RNS's solution](#)

**287.**

249B

[Sweets for Everyone!](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-07-22 · GNU C++ (first AC) · Tags: binary search, greedy

[RNS's solution](#)

**288.**

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: probabilities

[RNS's solution](#)

**289.**

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2014-06-30 · last AC: 2014-06-30 · GNU C++ (first AC) · Tags: brute force, number theory

[RNS's solution](#)

**290.**

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2014-06-17 · last AC: 2014-06-19 · GNU C++ (first AC) · Tags: binary search, data structures, hashing

[RNS's solution](#)

**291.**

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2013-06-21 · last AC: 2013-06-21 · GNU C++ (first AC) · Tags: constructive algorithms, geometry

[RNS's solution](#)

**292.**

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2013-06-21 · GNU C++ (first AC) · Tags: dp, games

[RNS's solution](#)

**293.**

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2017-10-10 · last AC: 2017-10-10 · GNU C++11 (first AC) · Tags: data structures, hashing

[RNS's solution](#)

**294.**

867E

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: data structures, greedy

[RNS's solution](#)

**295.**

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[RNS's solution](#)

**296.**

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2017-07-20 · last AC: 2017-07-22 · GNU C++11 (first AC) · Tags: number theory

[RNS's solution](#)

**297.**

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2016-05-28 · GNU C++ (first AC) · Tags: dp

[RNS's solution](#)

**298.**

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2016-04-26 · last AC: 2016-04-29 · GNU C++ (first AC) · Tags: number theory

[RNS's solution](#)

**299.**

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2016-04-27 · GNU C++ (first AC) · Tags: string suffix structures

[RNS's solution](#)

**300.**

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2016-01-28 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[RNS's solution](#)

**301.**

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: data structures, sortings

[RNS's solution](#)

**302.**

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2015-07-02 · last AC: 2015-07-02 · GNU C++ (first AC) · Tags: data structures, dp, greedy

[RNS's solution](#)

**303.**

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings

[RNS's solution](#)

**304.**

529C

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

Rating: 2400 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: data structures, sortings

[RNS's solution](#)

**305.**

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-06-04 · last AC: 2015-06-04 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[RNS's solution](#)

**306.**

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2015-01-10 · GNU C++ (first AC) · Tags: dp, probabilities, two pointers

[RNS's solution](#)

**307.**

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: data structures, dp, number theory

[RNS's solution](#)

**308.**

273D

[Dima and Figure](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2400 · first AC: 2014-08-02 · GNU C++ (first AC) · Tags: dp

[RNS's solution](#)

**309.**

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2013-07-05 · last AC: 2014-07-24 · GNU C++ (first AC) · Tags: data structures

[RNS's solution](#)

**310.**

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2014-07-22 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp

[RNS's solution](#)

**311.**

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2014-06-30 · last AC: 2014-06-30 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar

[RNS's solution](#)

**312.**

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2014-06-27 · last AC: 2014-06-27 · GNU C++ (first AC) · Tags: data structures

[RNS's solution](#)

**313.**

331C2

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

Quality: 440 global accepts · Rating: 2400 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: dp

[RNS's solution](#)

**314.**

331D1

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2400 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: dfs and similar, implementation

[RNS's solution](#)

**315.**

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2013-06-21 · GNU C++ (first AC) · Tags: games, implementation

[RNS's solution](#)

**316.**

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2017-11-20 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[RNS's solution](#)

**317.**

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: dsu

[RNS's solution](#)

**318.**

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2017-09-23 · last AC: 2017-09-25 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[RNS's solution](#)

**319.**

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[RNS's solution](#)

**320.**

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2017-06-24 · GNU C++11 (first AC) · Tags: bitmasks, dp

[RNS's solution](#)

**321.**

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2017-06-23 · GNU C++11 (first AC) · Tags: dp, string suffix structures, trees

[RNS's solution](#)

**322.**

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2015-06-17 · GNU C++ (first AC) · Tags: binary search, data structures, implementation

[RNS's solution](#)

**323.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: bitmasks, brute force, fft

[RNS's solution](#)

**324.**

501E

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

Quality: 951 global accepts · Rating: 2500 · first AC: 2015-06-03 · last AC: 2015-06-03 · GNU C++ (first AC) · Tags: binary search, combinatorics, implementation

[RNS's solution](#)

**325.**

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2014-07-21 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[RNS's solution](#)

**326.**

351C

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

Quality: 631 global accepts · Rating: 2500 · first AC: 2014-07-04 · last AC: 2014-07-04 · GNU C++ (first AC) · Tags: dp, matrices

[RNS's solution](#)

**327.**

434C

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Rating: 2500 · first AC: 2014-06-20 · GNU C++ (first AC) · Tags: dp

[RNS's solution](#)

**328.**

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: data structures, greedy

[RNS's solution](#)

**329.**

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2014-06-19 · last AC: 2014-06-19 · GNU C++ (first AC) · Tags: dp

[RNS's solution](#)

**330.**

331C3

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

Quality: 624 global accepts · Rating: 2500 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: dp

[RNS's solution](#)

**331.**

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[RNS's solution](#)

**332.**

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: dp, strings

[RNS's solution](#)

**333.**

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2017-08-12 · GNU C++11 (first AC) · Tags: flows, graphs

[RNS's solution](#)

**334.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2016-03-08 · GNU C++ (first AC) · Tags: data structures, dp, geometry

[RNS's solution](#)

**335.**

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2015-06-20 · last AC: 2015-07-03 · GNU C++ (first AC) · Tags: dp, graphs

[RNS's solution](#)

**336.**

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2015-07-02 · GNU C++ (first AC) · Tags: implementation, math

[RNS's solution](#)

**337.**

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2015-06-16 · GNU C++ (first AC) · Tags: brute force, dp

[RNS's solution](#)

**338.**

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: bitmasks, dp, probabilities

[RNS's solution](#)

**339.**

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-06-14 · last AC: 2015-06-14 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[RNS's solution](#)

**340.**

536C

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

Rating: 2600 · first AC: 2015-06-01 · GNU C++ (first AC) · Tags: geometry, math

[RNS's solution](#)

**341.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-05-29 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[RNS's solution](#)

**342.**

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2014-12-27 · GNU C++ (first AC) · Tags: dp, probabilities

[RNS's solution](#)

**343.**

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2014-07-25 · GNU C++ (first AC) · Tags: dp, games

[RNS's solution](#)

**344.**

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2014-07-07 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[RNS's solution](#)

**345.**

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2014-06-30 · last AC: 2014-06-30 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[RNS's solution](#)

**346.**

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: data structures, trees

[RNS's solution](#)

**347.**

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2013-07-05 · GNU C++ (first AC) · Tags: dp, math, probabilities

[RNS's solution](#)

**348.**

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[RNS's solution](#)

**349.**

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, hashing

[RNS's solution](#)

**350.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: data structures

[RNS's solution](#)

**351.**

477D

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

Quality: 593 global accepts · Rating: 2700 · first AC: 2015-06-20 · last AC: 2015-07-03 · GNU C++ (first AC) · Tags: dp, strings

[RNS's solution](#)

**352.**

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: combinatorics, dp, trees

[RNS's solution](#)

**353.**

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: data structures

[RNS's solution](#)

**354.**

529A

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Rating: 2700 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[RNS's solution](#)

**355.**

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2014-12-27 · last AC: 2014-12-30 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, trees

[RNS's solution](#)

**356.**

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dp, matrices

[RNS's solution](#)

**357.**

256D

[Liars and Serge](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2700 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: dp

[RNS's solution](#)

**358.**

249D

[Donkey and Stars](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2014-07-22 · GNU C++ (first AC) · Tags: data structures, dp, geometry, math, sortings

[RNS's solution](#)

**359.**

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2014-07-08 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[RNS's solution](#)

**360.**

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: binary search, dsu, trees

[RNS's solution](#)

**361.**

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2014-07-04 · last AC: 2014-07-04 · GNU C++ (first AC) · Tags: data structures

[RNS's solution](#)

**362.**

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2014-06-30 · GNU C++ (first AC) · Tags: combinatorics, dp

[RNS's solution](#)

**363.**

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, geometry

[RNS's solution](#)

**364.**

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[RNS's solution](#)

**365.**

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2015-07-30 · last AC: 2015-07-30 · GNU C++ (first AC) · Tags: combinatorics, geometry, probabilities

[RNS's solution](#)

**366.**

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2015-06-20 · last AC: 2015-07-03 · GNU C++ (first AC) · Tags: data structures, divide and conquer

[RNS's solution](#)

**367.**

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2015-06-14 · last AC: 2015-06-14 · GNU C++ (first AC) · Tags: flows

[RNS's solution](#)

**368.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: greedy

[RNS's solution](#)

**369.**

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[RNS's solution](#)

**370.**

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-06 · last AC: 2015-06-06 · GNU C++ (first AC) · Tags: data structures, divide and conquer

[RNS's solution](#)

**371.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2015-05-30 · GNU C++ (first AC) · Tags: data structures, string suffix structures, strings, trees

[RNS's solution](#)

**372.**

461D

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

Quality: 401 global accepts · Rating: 2800 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: dsu, math

[RNS's solution](#)

**373.**

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: math, matrices, probabilities

[RNS's solution](#)

**374.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[RNS's solution](#)

**375.**

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[RNS's solution](#)

**376.**

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2015-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer

[RNS's solution](#)

**377.**

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2015-06-08 · GNU C++ (first AC) · Tags: dp, trees

[RNS's solution](#)

**378.**

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: binary search, greedy

[RNS's solution](#)

**379.**

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2015-06-01 · GNU C++ (first AC) · Tags: dp, games

[RNS's solution](#)

**380.**

497D

[Gears](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2900 · first AC: 2014-12-30 · last AC: 2014-12-30 · GNU C++ (first AC) · Tags: brute force, geometry, math

[RNS's solution](#)

**381.**

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[RNS's solution](#)

**382.**

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[RNS's solution](#)

**383.**

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[RNS's solution](#)

**384.**

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2015-08-13 · last AC: 2015-08-13 · GNU C++ (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[RNS's solution](#)

**385.**

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: data structures, dp

[RNS's solution](#)

**386.**

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[RNS's solution](#)

**387.**

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2014-08-02 · GNU C++ (first AC) · Tags: dp, matrices

[RNS's solution](#)

**388.**

855F

[Nagini](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3100 · first AC: 2017-09-25 · last AC: 2017-09-25 · GNU C++11 (first AC) · Tags: binary search, data structures

[RNS's solution](#)

**389.**

442E

[Gena and Second Distance](#) · [Tutorial](#)

Quality: 195 global accepts · Rating: 3100 · first AC: 2017-07-16 · GNU C++11 (first AC) · Tags: geometry

[RNS's solution](#)

**390.**

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: data structures

[RNS's solution](#)

**391.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[RNS's solution](#)

**392.**

528E

[Triangles 3000](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3100 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: geometry, sortings

[RNS's solution](#)

**393.**

516E

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

Quality: 605 global accepts · Rating: 3100 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: math, number theory

[RNS's solution](#)

**394.**

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2014-08-02 · GNU C++ (first AC) · Tags: data structures

[RNS's solution](#)

**395.**

446E

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

Quality: 143 global accepts · Rating: 3100 · first AC: 2014-07-13 · last AC: 2014-07-13 · GNU C++ (first AC) · Tags: math, matrices

[RNS's solution](#)

**396.**

317E

[Princess and Her Shadow](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3100 · first AC: 2013-06-21 · last AC: 2013-06-21 · GNU C++ (first AC) · Tags: constructive algorithms, shortest paths

[RNS's solution](#)

**397.**

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2017-06-23 · last AC: 2017-06-23 · GNU C++11 (first AC) · Tags: graph matchings, strings

[RNS's solution](#)

**398.**

414E

[Mashmokh's Designed Problem](#) · [Tutorial](#)

Quality: 211 global accepts · Rating: 3200 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: data structures

[RNS's solution](#)

**399.**

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2014-12-27 · GNU C++ (first AC) · Tags: data structures, games

[RNS's solution](#)

**400.**

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: data structures

[RNS's solution](#)

**401.**

392E

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

Quality: 187 global accepts · Rating: — · first AC: 2017-09-08 · last AC: 2017-09-08 · GNU C++11 (first AC) · Tags: —

[RNS's solution](#)

**402.**

398C

[Tree and Array](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: — · first AC: 2014-07-05 · GNU C++ (first AC) · Tags: constructive algorithms

[RNS's solution](#)

**403.**

398A

[Cards](#) · [Tutorial](#)

Quality: 962 global accepts · Rating: — · first AC: 2014-07-03 · last AC: 2014-07-04 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[RNS's solution](#)

**404.**

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2014-07-03 · last AC: 2014-07-04 · GNU C++ (first AC) · Tags: dp, probabilities

[RNS's solution](#)

**405.**

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: — · first AC: 2014-07-04 · GNU C++ (first AC) · Tags: data structures

[RNS's solution](#)

**406.**

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2014-07-03 · last AC: 2014-07-03 · GNU C++ (first AC) · Tags: data structures, graphs, trees

[RNS's solution](#)

**407.**

396B

[On Sum of Fractions](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: — · first AC: 2014-07-03 · last AC: 2014-07-03 · GNU C++ (first AC) · Tags: math, number theory

[RNS's solution](#)

**408.**

396A

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

Quality: 1,632 global accepts · Rating: — · first AC: 2014-07-03 · last AC: 2014-07-03 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

[RNS's solution](#)

**409.**

396E

[On Iteration of One Well-Known Function](#) · [Tutorial](#)

Quality: 167 global accepts · Rating: — · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: math

[RNS's solution](#)

**410.**

396D

[On Sum of Number of Inversions in Permutations](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2014-07-03 · last AC: 2014-07-03 · GNU C++ (first AC) · Tags: combinatorics, math

[RNS's solution](#)