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Unique solved — RUSH D CAT

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1.

2057A

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2.

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3.

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4.

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1978A

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1977A

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1903A

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10.

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11.

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1768A

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13.

1725A

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19.

1658A

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20.

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1651B

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23.

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1646A

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28.

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34.

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59.

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66.

1399B

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1399A

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69.

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1392A

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72.

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73.

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74.

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75.

1393A

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78.

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79.

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81.

1368A

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82.

1360B

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83.

1360A

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84.

1352A

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85.

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86.

1325A

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87.

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88.

1307A

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89.

1301A

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92.

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93.

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94.

1250F

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95.

1228A

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1220A

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97.

1209A

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98.

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99.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[RUSH_D_CAT's solution](#)

100.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[RUSH_D_CAT's solution](#)

101.

1186A

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

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

[RUSH_D_CAT's solution](#)

102.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[RUSH_D_CAT's solution](#)

103.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[RUSH_D_CAT's solution](#)

104.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[RUSH_D_CAT's solution](#)

105.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

106.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

107.

1097A

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

Quality: 43,806 global accepts · Rating: 800 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

108.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[RUSH_D_CAT's solution](#)

109.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[RUSH_D_CAT's solution](#)

110.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

111.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[RUSH_D_CAT's solution](#)

112.

1088A

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

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[RUSH_D_CAT's solution](#)

113.

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

114.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

115.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 800 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[RUSH_D_CAT's solution](#)

116.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,127 global accepts · Rating: 800 · first AC: 2018-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

117.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

118.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,775 global accepts · Rating: 800 · first AC: 2018-10-27 · last AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

119.

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

120.

1054A

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

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

[RUSH_D_CAT's solution](#)

121.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[RUSH_D_CAT's solution](#)

122.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,438 global accepts · Rating: 800 · first AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

123.

472A

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

Quality: 70,773 global accepts · Rating: 800 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[RUSH_D_CAT's solution](#)

124.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[RUSH_D_CAT's solution](#)

125.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

126.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

127.

1015A

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

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

128.

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,983 global accepts · Rating: 800 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

129.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,367 global accepts · Rating: 800 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[RUSH_D_CAT's solution](#)

130.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,316 global accepts · Rating: 800 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[RUSH_D_CAT's solution](#)

131.

988A

[Diverse Team](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

132.

977A

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

Quality: 217,486 global accepts · Rating: 800 · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

133.

976A

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

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

134.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

135.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

136.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

137.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

138.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[RUSH_D_CAT's solution](#)

139.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,097 global accepts · Rating: 800 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[RUSH_D_CAT's solution](#)

140.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

141.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[RUSH_D_CAT's solution](#)

142.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,092 global accepts · Rating: 800 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

143.

782A

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

Rating: 800 · first AC: 2017-03-05 · last AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

144.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

145.

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,311 global accepts · Rating: 800 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

146.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

147.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

148.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

149.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,912 global accepts · Rating: 800 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

150.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,095 global accepts · Rating: 800 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

151.

144A

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

Quality: 121,409 global accepts · Rating: 800 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

152.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,808 global accepts · Rating: 800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[RUSH_D_CAT's solution](#)

153.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: 800 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

154.

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

155.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,406 global accepts · Rating: 800 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[RUSH_D_CAT's solution](#)

156.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

157.

785A

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

Quality: 110,952 global accepts · Rating: 800 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[RUSH_D_CAT's solution](#)

158.

760A

[Petr and a calendar](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 800 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

159.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,304 global accepts · Rating: 800 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

160.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory

[RUSH_D_CAT's solution](#)

161.

750A

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

Quality: 92,558 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[RUSH_D_CAT's solution](#)

162.

752A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Quality: 800 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[RUSH_D_CAT's solution](#)

163.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,084 global accepts · Rating: 800 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[RUSH_D_CAT's solution](#)

164.

746A

[Compute](#) · [Tutorial](#)

Quality: 23,843 global accepts · Rating: 800 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

165.

735A

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

Quality: 13,141 global accepts · Rating: 800 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: implementation, strings

[RUSH_D_CAT's solution](#)

166.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,933 global accepts · Rating: 800 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[RUSH_D_CAT's solution](#)

167.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,531 global accepts · Rating: 800 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[RUSH_D_CAT's solution](#)

168.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,836 global accepts · Rating: 800 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[RUSH_D_CAT's solution](#)

169.

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,208 global accepts · Rating: 800 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: implementation, strings

[RUSH_D_CAT's solution](#)

170.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,714 global accepts · Rating: 800 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: implementation, math, sortings

[RUSH_D_CAT's solution](#)

171.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-17 · GNU C++ (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

172.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-10 · GNU C++ (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

173.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-08-29 · GNU C++ (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

174.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2016-08-22 · GNU C++ (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

175.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,093 global accepts · Rating: 800 · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

176.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,587 global accepts · Rating: 800 · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

177.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,018 global accepts · Rating: 800 · first AC: 2016-07-29 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[RUSH_D_CAT's solution](#)

178.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-07-22 · GNU C++ (first AC) · Tags: greedy, implementation

[RUSH_D_CAT's solution](#)

179.

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 800 · first AC: 2016-07-18 · GNU C++ (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

180.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2016-07-09 · GNU C++ (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

181.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,806 global accepts · Rating: 800 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

182.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,416 global accepts · Rating: 800 · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[RUSH_D_CAT's solution](#)

183.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,865 global accepts · Rating: 800 · first AC: 2016-06-14 · GNU C++ (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

184.

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,164 global accepts · Rating: 800 · first AC: 2016-06-13 · MS C++ (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

185.

680A

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

Quality: 13,293 global accepts · Rating: 800 · first AC: 2016-06-10 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[RUSH_D_CAT's solution](#)

186.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,600 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++ (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

187.

676A

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

Quality: 14,699 global accepts · Rating: 800 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[RUSH_D_CAT's solution](#)

188.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2016-05-19 · MS C++ (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

189.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,127 global accepts · Rating: 800 · first AC: 2016-05-15 · MS C++ (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

190.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 800 · first AC: 2016-05-12 · MS C++ (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

191.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2016-05-11 · MS C++ (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

192.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,853 global accepts · Rating: 800 · first AC: 2016-05-07 · MS C++ (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

193.

669A

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

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

[RUSH_D_CAT's solution](#)

194.

629A

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

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-04-21 · MS C++ (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[RUSH_D_CAT's solution](#)

195.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 800 · first AC: 2016-04-16 · Java 8 (first AC) · Tags: math, number theory

[RUSH_D_CAT's solution](#)

196.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[RUSH_D_CAT's solution](#)

197.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,106 global accepts · Rating: 900 · first AC: 2022-04-13 · PyPy 3 (first AC) · Tags: greedy

[RUSH_D_CAT's solution](#)

198.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,940 global accepts · Rating: 900 · first AC: 2022-01-10 · PyPy 3 (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

199.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,446 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

200.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,645 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[RUSH_D_CAT's solution](#)

201.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[RUSH_D_CAT's solution](#)

202.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[RUSH_D_CAT's solution](#)

203.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,585 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[RUSH_D_CAT's solution](#)

204.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[RUSH_D_CAT's solution](#)

205.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[RUSH_D_CAT's solution](#)

206.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,815 global accepts · Rating: 900 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[RUSH_D_CAT's solution](#)

207.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,248 global accepts · Rating: 900 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[RUSH_D_CAT's solution](#)

208.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[RUSH_D_CAT's solution](#)

209.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[RUSH_D_CAT's solution](#)

210.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RUSH_D_CAT's solution](#)

211.

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[RUSH_D_CAT's solution](#)

212.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[RUSH_D_CAT's solution](#)

213.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[RUSH_D_CAT's solution](#)

214.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[RUSH_D_CAT's solution](#)

215.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,984 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[RUSH_D_CAT's solution](#)

216.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,636 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[RUSH_D_CAT's solution](#)

217.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,074 global accepts · Rating: 900 · first AC: 2020-07-12 · last AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[RUSH_D_CAT's solution](#)

218.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,676 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games

[RUSH_D_CAT's solution](#)

219.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

220.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

221.

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · last AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[RUSH_D_CAT's solution](#)

222.

1295A

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

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

[RUSH_D_CAT's solution](#)

223.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2016-05-05 · last AC: 2020-01-23 · MS C++ (first AC) · Tags: brute force, constructive algorithms, greedy, math

[RUSH_D_CAT's solution](#)

224.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

225.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · last AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

226.

1238A

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

Quality: 28,060 global accepts · Rating: 900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[RUSH_D_CAT's solution](#)

227.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

228.

1201A

[Important Exam](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

229.

1197A

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

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

[RUSH_D_CAT's solution](#)

230.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

231.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,766 global accepts · Rating: 900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

232.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

233.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[RUSH_D_CAT's solution](#)

234.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,641 global accepts · Rating: 900 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

235.

1055A

[Metro](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

236.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,830 global accepts · Rating: 900 · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[RUSH_D_CAT's solution](#)

237.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[RUSH_D_CAT's solution](#)

238.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[RUSH_D_CAT's solution](#)

239.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[RUSH_D_CAT's solution](#)

240.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[RUSH_D_CAT's solution](#)

241.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[RUSH_D_CAT's solution](#)

242.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,780 global accepts · Rating: 900 · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[RUSH_D_CAT's solution](#)

243.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[RUSH_D_CAT's solution](#)

244.

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[RUSH_D_CAT's solution](#)

245.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[RUSH_D_CAT's solution](#)

246.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[RUSH_D_CAT's solution](#)

247.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[RUSH_D_CAT's solution](#)

248.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[RUSH_D_CAT's solution](#)

249.

834A

[The Useless Toy](#) · Tutorial

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

250.

501A

[Contest](#) · Tutorial

Quality: 24,287 global accepts · Rating: 900 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

251.

820A

[Mister B and Book Reading](#) · Tutorial

Quality: 8,567 global accepts · Rating: 900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

252.

807A

[Is it rated?](#) · Tutorial

Quality: 23,248 global accepts · Rating: 900 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[RUSH_D_CAT's solution](#)

253.

776A

[A Serial Killer](#) · Tutorial

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[RUSH_D_CAT's solution](#)

254.

337A

[Puzzles](#) · Tutorial

Quality: 94,904 global accepts · Rating: 900 · first AC: 2017-01-14 · GNU C++11 (first AC) · Tags: greedy

[RUSH_D_CAT's solution](#)

255.

746B

[Decoding](#) · Tutorial

Quality: 31,888 global accepts · Rating: 900 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: implementation, strings

[RUSH_D_CAT's solution](#)

256.

115A

[Party](#) · Tutorial

Quality: 43,354 global accepts · Rating: 900 · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[RUSH_D_CAT's solution](#)

257.

738A

[Interview with Oleg](#) · Tutorial

Rating: 900 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[RUSH_D_CAT's solution](#)

258.

709A

[Juicer](#) · Tutorial

Quality: 37,962 global accepts · Rating: 900 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

259.

706A

[Beru-taxi](#) · Tutorial

Quality: 15,341 global accepts · Rating: 900 · first AC: 2016-08-11 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[RUSH_D_CAT's solution](#)

260.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2016-07-21 · GNU C++ (first AC) · Tags: brute force, implementation, math
[RUSH_D_CAT's solution](#)

261.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-07-14 · GNU C++ (first AC) · Tags: implementation, math
[RUSH_D_CAT's solution](#)

262.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,685 global accepts · Rating: 900 · first AC: 2016-06-12 · MS C++ (first AC) · Tags: brute force, dp, implementation
[RUSH_D_CAT's solution](#)

263.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2016-04-21 · MS C++ (first AC) · Tags: brute force, implementation
[RUSH_D_CAT's solution](#)

264.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[RUSH_D_CAT's solution](#)

265.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers
[RUSH_D_CAT's solution](#)

266.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[RUSH_D_CAT's solution](#)

267.

1725B

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

Quality: 28,271 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[RUSH_D_CAT's solution](#)

268.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[RUSH_D_CAT's solution](#)

269.

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[RUSH_D_CAT's solution](#)

270.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

271.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[RUSH_D_CAT's solution](#)

272.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[RUSH_D_CAT's solution](#)

273.

1515B

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

Quality: 27,067 global accepts · Rating: 1000 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[RUSH_D_CAT's solution](#)

274.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[RUSH_D_CAT's solution](#)

275.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[RUSH_D_CAT's solution](#)

276.

1474B

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

Quality: 40,331 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[RUSH_D_CAT's solution](#)

277.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[RUSH_D_CAT's solution](#)

278.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[RUSH_D_CAT's solution](#)

279.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RUSH_D_CAT's solution](#)

280.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,235 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation, math

[RUSH_D_CAT's solution](#)

281.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[RUSH_D_CAT's solution](#)

282.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,849 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

283.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[RUSH_D_CAT's solution](#)

284.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[RUSH_D_CAT's solution](#)

285.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[RUSH_D_CAT's solution](#)

286.

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

287.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-05 · last AC: 2020-01-23 · MS C++ (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

288.

1266A

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

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[RUSH_D_CAT's solution](#)

289.

1266B

[Dice Tower](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

290.

1257B

[Magic Stick](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

291.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

292.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[RUSH_D_CAT's solution](#)

293.

1237A

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

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

[RUSH_D_CAT's solution](#)

294.

1221A

[2048 Game](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

295.

1197B

[Pillars](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

296.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[RUSH_D_CAT's solution](#)

297.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,576 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[RUSH_D_CAT's solution](#)

298.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,970 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[RUSH_D_CAT's solution](#)

299.

1151A

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

Quality: 11,857 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[RUSH_D_CAT's solution](#)

300.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[RUSH_D_CAT's solution](#)

301.

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

302.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

303.

1090M

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

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

[RUSH_D_CAT's solution](#)

304.

1088B

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

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[RUSH_D_CAT's solution](#)

305.

500A

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

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306.

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1073B

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1073A

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309.

379A

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310.

1054B

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311.

1033A

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1059A

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313.

1051B

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314.

1023B

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991A

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316.

979A

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920A

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318.

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319.

888B

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320.

844A

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805C

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325.

805A

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Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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326.

779A

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327.

766B

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329.

753A

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330.

733A

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331.

725A

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727A

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724A

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334.

535A

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699A

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691A

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337.

688B

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680B

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579A

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343.

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1977B

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Quality: 19,899 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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1624C

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1594B

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1534B

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1511C

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1511B

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356.

1481B

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358.

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1407A

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1401B

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1370B

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365.

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1360C

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368.

1333B

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1332A

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370.

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1288B

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372.

1288A

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373.

1221B

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253A

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1146B

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376.

1119A

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377.

557A

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799A

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633A

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381.

121A

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596A

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385.

596B

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386.

1038B

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387.

1015C

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388.

527A

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389.

988B

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985A

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938B

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392.

911A

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393.

902A

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394.

898B

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395.

103A

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396.

842B

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397.

618B

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398.

835B

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399.

834B

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400.

501B

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401.

785B

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402.

779B

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403.

767A

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404.

758B

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405.

755B

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406.

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

407.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: greedy, number theory, sortings

[RUSH_D_CAT's solution](#)

408.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

409.

731B

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

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[RUSH_D_CAT's solution](#)

410.

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: expression parsing, implementation, strings

[RUSH_D_CAT's solution](#)

411.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

412.

714A

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

Quality: 11,145 global accepts · Rating: 1100 · first AC: 2016-09-13 · GNU C++ (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

413.

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-10 · GNU C++ (first AC) · Tags: implementation, strings

[RUSH_D_CAT's solution](#)

414.

706B

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

Quality: 84,452 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++ (first AC) · Tags: binary search, dp, implementation

[RUSH_D_CAT's solution](#)

415.

705B

[Spider Man](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

416.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2016-07-28 · GNU C++ (first AC) · Tags: greedy, hashing, strings

[RUSH_D_CAT's solution](#)

417.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2016-07-21 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[RUSH_D_CAT's solution](#)

418.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2016-07-20 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[RUSH_D_CAT's solution](#)

419.

592B

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

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2016-07-01 · GNU C++ (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

420.

686B

[Little Robber Girl's Zoo](#) · [Tutorial](#)

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: constructive algorithms, implementation,

sortings

[RUSH_D_CAT's solution](#)

421.

682A

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

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[RUSH_D_CAT's solution](#)

422.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2016-05-20 · MS C++ (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

423.

675A

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

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

[RUSH_D_CAT's solution](#)

424.

667B

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

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

[RUSH_D_CAT's solution](#)

425.

667A

[Pouring Rain](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

426.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-04-24 · MS C++ (first AC) · Tags: dp, greedy, implementation, math

[RUSH_D_CAT's solution](#)

427.

629B

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

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-04-21 · MS C++ (first AC) · Tags: brute force

[RUSH_D_CAT's solution](#)

428.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[RUSH_D_CAT's solution](#)

429.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[RUSH_D_CAT's solution](#)

430.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[RUSH_D_CAT's solution](#)

431.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,835 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, greedy

[RUSH_D_CAT's solution](#)

432.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[RUSH_D_CAT's solution](#)

433.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[RUSH_D_CAT's solution](#)

434.

1657C

[Bracket Sequence Deletion](#) · [Tutorial](#)

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[RUSH_D_CAT's solution](#)

435.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-20 · PyPy 3 (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

436.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[RUSH_D_CAT's solution](#)

437.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,340 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[RUSH_D_CAT's solution](#)

438.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[RUSH_D_CAT's solution](#)

439.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[RUSH_D_CAT's solution](#)

440.

1536B

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

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[RUSH_D_CAT's solution](#)

441.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[RUSH_D_CAT's solution](#)

442.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,688 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[RUSH_D_CAT's solution](#)

443.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[RUSH_D_CAT's solution](#)

444.

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RUSH_D_CAT's solution](#)

445.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[RUSH_D_CAT's solution](#)

446.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,580 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[RUSH_D_CAT's solution](#)

447.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[RUSH_D_CAT's solution](#)

448.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,811 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[RUSH_D_CAT's solution](#)

449.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[RUSH_D_CAT's solution](#)

450.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[RUSH_D_CAT's solution](#)

451.

1399C

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

Quality: 32,655 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[RUSH_D_CAT's solution](#)

452.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[RUSH_D_CAT's solution](#)

453.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RUSH_D_CAT's solution](#)

454.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

455.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[RUSH_D_CAT's solution](#)

456.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,288 global accepts · Rating: 1200 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[RUSH_D_CAT's solution](#)

457.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[RUSH_D_CAT's solution](#)

458.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[RUSH_D_CAT's solution](#)

459.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,770 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[RUSH_D_CAT's solution](#)

460.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,820 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[RUSH_D_CAT's solution](#)

461.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[RUSH_D_CAT's solution](#)

462.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[RUSH_D_CAT's solution](#)

463.

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

[RUSH_D_CAT's solution](#)

464.

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

[RUSH_D_CAT's solution](#)

465.

1257C

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

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

[RUSH_D_CAT's solution](#)

466.

1221C

[Perfect Team](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

467.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RUSH_D_CAT's solution](#)

468.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,021 global accepts · Rating: 1200 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

469.

254A

[Cards with Numbers](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1200 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[RUSH_D_CAT's solution](#)

470.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[RUSH_D_CAT's solution](#)

471.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[RUSH_D_CAT's solution](#)

472.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[RUSH_D_CAT's solution](#)

473.

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[RUSH_D_CAT's solution](#)

474.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[RUSH_D_CAT's solution](#)

475.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[RUSH_D_CAT's solution](#)

476.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[RUSH_D_CAT's solution](#)

477.

645B

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

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[RUSH_D_CAT's solution](#)

478.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[RUSH_D_CAT's solution](#)

479.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[RUSH_D_CAT's solution](#)

480.

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

481.

1100C

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

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[RUSH_D_CAT's solution](#)

482.

1097B

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

Quality: 35,956 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[RUSH_D_CAT's solution](#)

483.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[RUSH_D_CAT's solution](#)

484.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

485.

1076A

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

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

[RUSH_D_CAT's solution](#)

486.

1076B

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

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

[RUSH_D_CAT's solution](#)

487.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

488.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2018-10-27 · last AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[RUSH_D_CAT's solution](#)

489.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2018-10-22 · last AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[RUSH_D_CAT's solution](#)

490.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[RUSH_D_CAT's solution](#)

491.

1028B

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

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[RUSH_D_CAT's solution](#)

492.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[RUSH_D_CAT's solution](#)

493.

1023A

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

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[RUSH_D_CAT's solution](#)

494.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

495.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

496.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[RUSH_D_CAT's solution](#)

497.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

498.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[RUSH_D_CAT's solution](#)

499.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[RUSH_D_CAT's solution](#)

500.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

501.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[RUSH_D_CAT's solution](#)

502.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

503.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[RUSH_D_CAT's solution](#)

504.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy

[RUSH_D_CAT's solution](#)

505.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-12 · last AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[RUSH_D_CAT's solution](#)

506.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

507.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,637 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[RUSH_D_CAT's solution](#)

508.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[RUSH_D_CAT's solution](#)

509.

146C

[Lucky Conversion](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[RUSH_D_CAT's solution](#)

510.

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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511.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[RUSH_D_CAT's solution](#)

512.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[RUSH_D_CAT's solution](#)

513.

143B

[Help Kingdom of Far Far Away 2](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1200 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[RUSH_D_CAT's solution](#)

514.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[RUSH_D_CAT's solution](#)

515.

795C

[Maximum Number](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-04-05 · PyPy 2 (first AC) · Tags: *special, constructive algorithms, greedy

[RUSH_D_CAT's solution](#)

516.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[RUSH_D_CAT's solution](#)

517.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,729 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[RUSH_D_CAT's solution](#)

518.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,340 global accepts · Rating: 1200 · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[RUSH_D_CAT's solution](#)

519.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[RUSH_D_CAT's solution](#)

520.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry

[RUSH_D_CAT's solution](#)

521.

743B

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

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[RUSH_D_CAT's solution](#)

522.

445A

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

Quality: 33,667 global accepts · Rating: 1200 · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[RUSH_D_CAT's solution](#)

523.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[RUSH_D_CAT's solution](#)

524.

740B

[Alyona and flowers](#) · [Tutorial](#)

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[RUSH_D_CAT's solution](#)

525.

738B

[Spotlights](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[RUSH_D_CAT's solution](#)

526.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

527.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-07 · GNU C++ (first AC) · Tags: implementation, strings

[RUSH_D_CAT's solution](#)

528.

714B

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

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-13 · GNU C++ (first AC) · Tags: implementation, sortings

[RUSH_D_CAT's solution](#)

529.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2016-09-11 · GNU C++ (first AC) · Tags: implementation, sortings

[RUSH_D_CAT's solution](#)

530.

709C

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

Rating: 1200 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: greedy, strings

[RUSH_D_CAT's solution](#)

531.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2016-07-29 · last AC: 2016-07-29 · GNU C++11 (first AC) · Tags: implementation, strings

[RUSH_D_CAT's solution](#)

532.

701B

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

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2016-07-22 · GNU C++ (first AC) · Tags: data structures, math

[RUSH_D_CAT's solution](#)

533.

454B

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

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2016-07-18 · GNU C++ (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

534.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2016-07-01 · GNU C++ (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

535.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++ (first AC) · Tags: sortings

[RUSH_D_CAT's solution](#)

536.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-04-23 · MS C++ (first AC) · Tags: greedy, implementation

[RUSH_D_CAT's solution](#)

537.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-04-21 · last AC: 2016-04-21 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[RUSH_D_CAT's solution](#)

538.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,296 global accepts · Rating: 1200 · first AC: 2016-04-19 · MS C++ (first AC) · Tags: greedy, implementation, math, number theory

[RUSH_D_CAT's solution](#)

539.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,294 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[RUSH_D_CAT's solution](#)

540.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[RUSH_D_CAT's solution](#)

541.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[RUSH_D_CAT's solution](#)

542.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RUSH_D_CAT's solution](#)

543.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[RUSH_D_CAT's solution](#)

544.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[RUSH_D_CAT's solution](#)

545.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[RUSH_D_CAT's solution](#)

546.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[RUSH_D_CAT's solution](#)

547.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,085 global accepts · Rating: 1300 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[RUSH_D_CAT's solution](#)

548.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[RUSH_D_CAT's solution](#)

549.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,345 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[RUSH_D_CAT's solution](#)

550.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[RUSH_D_CAT's solution](#)

551.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[RUSH_D_CAT's solution](#)

552.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[RUSH_D_CAT's solution](#)

553.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[RUSH_D_CAT's solution](#)

554.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[RUSH_D_CAT's solution](#)

555.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[RUSH_D_CAT's solution](#)

556.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[RUSH_D_CAT's solution](#)

557.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[RUSH_D_CAT's solution](#)

558.

1381A1

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

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[RUSH_D_CAT's solution](#)

559.

1372B

[Omkar and Last Class of Math · Tutorial](#)

Quality: 36,392 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[RUSH_D_CAT's solution](#)

560.

1371C

[A Cookie for You · Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[RUSH_D_CAT's solution](#)

561.

1373C

[Pluses and Minuses · Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

562.

1366B

[Shuffle · Tutorial](#)

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[RUSH_D_CAT's solution](#)

563.

1365B

[Trouble Sort · Tutorial](#)

Quality: 28,844 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[RUSH_D_CAT's solution](#)

564.

1360E

[Polygon · Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[RUSH_D_CAT's solution](#)

565.

1360D

[Buying Shovels · Tutorial](#)

Quality: 42,999 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[RUSH_D_CAT's solution](#)

566.

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

567.

1326C

[Permutation Partitions · Tutorial](#)

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[RUSH_D_CAT's solution](#)

568.

1322A

[Unusual Competitions · Tutorial](#)

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[RUSH_D_CAT's solution](#)

569.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[RUSH_D_CAT's solution](#)

570.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[RUSH_D_CAT's solution](#)

571.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[RUSH_D_CAT's solution](#)

572.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[RUSH_D_CAT's solution](#)

573.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[RUSH_D_CAT's solution](#)

574.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[RUSH_D_CAT's solution](#)

575.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[RUSH_D_CAT's solution](#)

576.

1220C

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

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

[RUSH_D_CAT's solution](#)

577.

1220B

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

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

[RUSH_D_CAT's solution](#)

578.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[RUSH_D_CAT's solution](#)

579.

303A

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

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[RUSH_D_CAT's solution](#)

580.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[RUSH_D_CAT's solution](#)

581.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[RUSH_D_CAT's solution](#)

582.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[RUSH_D_CAT's solution](#)

583.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings

[RUSH_D_CAT's solution](#)

584.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[RUSH_D_CAT's solution](#)

585.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[RUSH_D_CAT's solution](#)

586.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[RUSH_D_CAT's solution](#)

587.

1119B

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

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

[RUSH_D_CAT's solution](#)

588.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

589.

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[RUSH_D_CAT's solution](#)

590.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[RUSH_D_CAT's solution](#)

591.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[RUSH_D_CAT's solution](#)

592.

1090A

[Company Merging](#) · [Tutorial](#)

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

593.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[RUSH_D_CAT's solution](#)

594.

1076C

[Meme Problem](#) · [Tutorial](#)

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

595.

1055B

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

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

596.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,475 global accepts · Rating: 1300 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers
[RUSH_D_CAT's solution](#)

597.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2018-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[RUSH_D_CAT's solution](#)

598.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[RUSH_D_CAT's solution](#)

599.

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[RUSH_D_CAT's solution](#)

600.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

601.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

602.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,813 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[RUSH_D_CAT's solution](#)

603.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

604.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[RUSH_D_CAT's solution](#)

605.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[RUSH_D_CAT's solution](#)

606.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[RUSH_D_CAT's solution](#)

607.

976B

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

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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608.

965B

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Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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609.

962B

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Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[RUSH_D_CAT's solution](#)

610.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

611.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[RUSH_D_CAT's solution](#)

612.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[RUSH_D_CAT's solution](#)

613.

922A

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Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

614.

919C

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Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-02-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

615.

912B

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Quality: 13,835 global accepts · Rating: 1300 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[RUSH_D_CAT's solution](#)

616.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[RUSH_D_CAT's solution](#)

617.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

618.

899C

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Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[RUSH_D_CAT's solution](#)

619.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[RUSH_D_CAT's solution](#)

620.

897B

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

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[RUSH_D_CAT's solution](#)

621.

871A

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

Rating: 1300 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[RUSH_D_CAT's solution](#)

622.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: combinatorics, math

[RUSH_D_CAT's solution](#)

623.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[RUSH_D_CAT's solution](#)

624.

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

625.

144B

[Meeting](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1300 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

626.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

627.

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[RUSH_D_CAT's solution](#)

628.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[RUSH_D_CAT's solution](#)

629.

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

630.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

631.

761B

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

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[RUSH_D_CAT's solution](#)

632.

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[RUSH_D_CAT's solution](#)

633.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[RUSH_D_CAT's solution](#)

634.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,879 global accepts · Rating: 1300 · first AC: 2017-01-14 · GNU C++11 (first AC) · Tags: brute force, dp

[RUSH_D_CAT's solution](#)

635.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: geometry, implementation

[RUSH_D_CAT's solution](#)

636.

740A

[Alyona and copybooks](#) · [Tutorial](#)

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

637.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-07 · GNU C++ (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

638.

716B

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

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2016-09-17 · GNU C++ (first AC) · Tags: greedy, two pointers

[RUSH_D_CAT's solution](#)

639.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: graphs

[RUSH_D_CAT's solution](#)

640.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: implementation, sortings

[RUSH_D_CAT's solution](#)

641.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-14 · MS C++ (first AC) · Tags: brute force

[RUSH_D_CAT's solution](#)

642.

579B

[Finding Team Member](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1300 · first AC: 2016-06-05 · MS C++ (first AC) · Tags: brute force, implementation, sortings

[RUSH_D_CAT's solution](#)

643.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 1300 · first AC: 2016-05-20 · MS C++ (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[RUSH_D_CAT's solution](#)

644.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 1300 · first AC: 2016-05-15 · MS C++ (first AC) · Tags: combinatorics

[RUSH_D_CAT's solution](#)

645.

673B

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

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

[RUSH_D_CAT's solution](#)

646.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2016-05-05 · MS C++ (first AC) · Tags: implementation, sortings

[RUSH_D_CAT's solution](#)

647.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2016-04-20 · MS C++ (first AC) · Tags: dp, greedy, strings

[RUSH_D_CAT's solution](#)

648.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[RUSH_D_CAT's solution](#)

649.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[RUSH_D_CAT's solution](#)

650.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RUSH_D_CAT's solution](#)

651.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[RUSH_D_CAT's solution](#)

652.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[RUSH_D_CAT's solution](#)

653.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, greedy

[RUSH_D_CAT's solution](#)

654.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[RUSH_D_CAT's solution](#)

655.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,105 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[RUSH_D_CAT's solution](#)

656.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[RUSH_D_CAT's solution](#)

657.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,206 global accepts · Rating: 1400 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[RUSH_D_CAT's solution](#)

658.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[RUSH_D_CAT's solution](#)

659.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[RUSH_D_CAT's solution](#)

660.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[RUSH_D_CAT's solution](#)

661.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[RUSH_D_CAT's solution](#)

662.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[RUSH_D_CAT's solution](#)

663.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation

[RUSH_D_CAT's solution](#)

664.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[RUSH_D_CAT's solution](#)

665.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,124 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[RUSH_D_CAT's solution](#)

666.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[RUSH_D_CAT's solution](#)

667.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[RUSH_D_CAT's solution](#)

668.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[RUSH_D_CAT's solution](#)

669.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[RUSH_D_CAT's solution](#)

670.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[RUSH_D_CAT's solution](#)

671.

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

[RUSH_D_CAT's solution](#)

672.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[RUSH_D_CAT's solution](#)

673.

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

[RUSH_D_CAT's solution](#)

674.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[RUSH_D_CAT's solution](#)

675.

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

[RUSH_D_CAT's solution](#)

676.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

677.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[RUSH_D_CAT's solution](#)

678.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

679.

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,373 global accepts · Rating: 1400 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[RUSH_D_CAT's solution](#)

680.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[RUSH_D_CAT's solution](#)

681.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,239 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[RUSH_D_CAT's solution](#)

682.

1197C

[Array Splitting](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

683.

1190A

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

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

[RUSH_D_CAT's solution](#)

684.

1167C

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

Quality: 26,005 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[RUSH_D_CAT's solution](#)

685.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[RUSH_D_CAT's solution](#)

686.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 1400 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

687.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1400 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[RUSH_D_CAT's solution](#)

688.

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation

[RUSH_D_CAT's solution](#)

689.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[RUSH_D_CAT's solution](#)

690.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,594 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[RUSH_D_CAT's solution](#)

691.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[RUSH_D_CAT's solution](#)

692.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[RUSH_D_CAT's solution](#)

693.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[RUSH_D_CAT's solution](#)

694.

1088C

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

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[RUSH_D_CAT's solution](#)

695.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[RUSH_D_CAT's solution](#)

696.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2018-11-04 · last AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[RUSH_D_CAT's solution](#)

697.

379C

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

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2018-10-22 · last AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[RUSH_D_CAT's solution](#)

698.

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[RUSH_D_CAT's solution](#)

699.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[RUSH_D_CAT's solution](#)

700.

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[RUSH_D_CAT's solution](#)

701.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[RUSH_D_CAT's solution](#)

702.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[RUSH_D_CAT's solution](#)

703.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[RUSH_D_CAT's solution](#)

704.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[RUSH_D_CAT's solution](#)

705.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[RUSH_D_CAT's solution](#)

706.

940B

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

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[RUSH_D_CAT's solution](#)

707.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[RUSH_D_CAT's solution](#)

708.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,181 global accepts · Rating: 1400 · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory

[RUSH_D_CAT's solution](#)

709.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[RUSH_D_CAT's solution](#)

710.

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

711.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,792 global accepts · Rating: 1400 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[RUSH_D_CAT's solution](#)

712.

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1400 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[RUSH_D_CAT's solution](#)

713.

844C

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

Rating: 1400 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: dfs and similar, math

[RUSH_D_CAT's solution](#)

714.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2017-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, math

[RUSH_D_CAT's solution](#)

715.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,465 global accepts · Rating: 1400 · first AC: 2017-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[RUSH_D_CAT's solution](#)

716.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1400 · first AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[RUSH_D_CAT's solution](#)

717.

805D

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

Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[RUSH_D_CAT's solution](#)

718.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[RUSH_D_CAT's solution](#)

719.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[RUSH_D_CAT's solution](#)

720.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,797 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[RUSH_D_CAT's solution](#)

721.

417C

[Football](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 1400 · first AC: 2017-01-18 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[RUSH_D_CAT's solution](#)

722.

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2017-01-18 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[RUSH_D_CAT's solution](#)

723.

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2017-01-18 · GNU C++11 (first AC) · Tags: graphs, greedy, sortings

[RUSH_D_CAT's solution](#)

724.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[RUSH_D_CAT's solution](#)

725.

752C

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

Rating: 1400 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: greedy, shortest paths

[RUSH_D_CAT's solution](#)

726.

516A

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

Rating: 1400 · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[RUSH_D_CAT's solution](#)

727.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,183 global accepts · Rating: 1400 · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[RUSH_D_CAT's solution](#)

728.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[RUSH_D_CAT's solution](#)

729.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,818 global accepts · Rating: 1400 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: greedy

[RUSH_D_CAT's solution](#)

730.

714C

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

Rating: 1400 · first AC: 2016-09-13 · GNU C++ (first AC) · Tags: data structures, implementation

[RUSH_D_CAT's solution](#)

731.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-29 · last AC: 2016-08-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[RUSH_D_CAT's solution](#)

732.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-22 · GNU C++ (first AC) · Tags: brute force, sortings

[RUSH_D_CAT's solution](#)

733.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,057 global accepts · Rating: 1400 · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

734.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2016-07-28 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math, strings

[RUSH_D_CAT's solution](#)

735.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2016-07-21 · GNU C++ (first AC) · Tags: dp, greedy, math

[RUSH_D_CAT's solution](#)

736.

699B

[One Bomb](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

737.

699C

[Vacations](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

738.

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2016-07-14 · GNU C++ (first AC) · Tags: brute force, implementation, math, strings

[RUSH_D_CAT's solution](#)

739.

689A

[Mike and Cellphone](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2016-07-07 · last AC: 2016-07-07 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[RUSH_D_CAT's solution](#)

740.

680C

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

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

[RUSH_D_CAT's solution](#)

741.

677B

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

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

[RUSH_D_CAT's solution](#)

742.

675B

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

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

[RUSH_D_CAT's solution](#)

743.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,991 global accepts · Rating: 1400 · first AC: 2016-05-06 · MS C++ (first AC) · Tags: binary search, brute force, implementation

[RUSH_D_CAT's solution](#)

744.

669C

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

Rating: 1400 · first AC: 2016-04-25 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[RUSH_D_CAT's solution](#)

745.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2016-04-20 · MS C++ (first AC) · Tags: brute force

[RUSH_D_CAT's solution](#)

746.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[RUSH_D_CAT's solution](#)

747.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,912 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[RUSH_D_CAT's solution](#)

748.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math
[RUSH_D_CAT's solution](#)

749.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[RUSH_D_CAT's solution](#)

750.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,517 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math
[RUSH_D_CAT's solution](#)

751.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[RUSH_D_CAT's solution](#)

752.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[RUSH_D_CAT's solution](#)

753.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[RUSH_D_CAT's solution](#)

754.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory
[RUSH_D_CAT's solution](#)

755.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[RUSH_D_CAT's solution](#)

756.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math
[RUSH_D_CAT's solution](#)

757.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings
[RUSH_D_CAT's solution](#)

758.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[RUSH_D_CAT's solution](#)

759.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[RUSH_D_CAT's solution](#)

760.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[RUSH_D_CAT's solution](#)

761.

744A

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

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-18 · last AC: 2021-01-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[RUSH_D_CAT's solution](#)

762.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[RUSH_D_CAT's solution](#)

763.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[RUSH_D_CAT's solution](#)

764.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[RUSH_D_CAT's solution](#)

765.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[RUSH_D_CAT's solution](#)

766.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[RUSH_D_CAT's solution](#)

767.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[RUSH_D_CAT's solution](#)

768.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[RUSH_D_CAT's solution](#)

769.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[RUSH_D_CAT's solution](#)

770.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[RUSH_D_CAT's solution](#)

771.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[RUSH_D_CAT's solution](#)

772.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[RUSH_D_CAT's solution](#)

773.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[RUSH_D_CAT's solution](#)

774.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[RUSH_D_CAT's solution](#)

775.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[RUSH_D_CAT's solution](#)

776.

1368B

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

Quality: 21,429 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[RUSH_D_CAT's solution](#)

777.

1366C

[Palindromic Paths](#) · [Tutorial](#)

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[RUSH_D_CAT's solution](#)

778.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[RUSH_D_CAT's solution](#)

779.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[RUSH_D_CAT's solution](#)

780.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[RUSH_D_CAT's solution](#)

781.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[RUSH_D_CAT's solution](#)

782.

875B

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

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[RUSH_D_CAT's solution](#)

783.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[RUSH_D_CAT's solution](#)

784.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[RUSH_D_CAT's solution](#)

785.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[RUSH_D_CAT's solution](#)

786.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[RUSH_D_CAT's solution](#)

787.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[RUSH_D_CAT's solution](#)

788.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[RUSH_D_CAT's solution](#)

789.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[RUSH_D_CAT's solution](#)

790.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[RUSH_D_CAT's solution](#)

791.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[RUSH_D_CAT's solution](#)

792.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

793.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[RUSH_D_CAT's solution](#)

794.

1209C

[Paint the Digits](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

795.

254B

[Jury Size](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 1500 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

796.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[RUSH_D_CAT's solution](#)

797.

1201B

[Zero Array](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

798.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[RUSH_D_CAT's solution](#)

799.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[RUSH_D_CAT's solution](#)

800.

1179A

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

Quality: 11,798 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[RUSH_D_CAT's solution](#)

801.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[RUSH_D_CAT's solution](#)

802.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs
[RUSH_D_CAT's solution](#)

803.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, sortings
[RUSH_D_CAT's solution](#)

804.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[RUSH_D_CAT's solution](#)

805.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[RUSH_D_CAT's solution](#)

806.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,656 global accepts · Rating: 1500 · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths
[RUSH_D_CAT's solution](#)

807.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[RUSH_D_CAT's solution](#)

808.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,034 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[RUSH_D_CAT's solution](#)

809.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[RUSH_D_CAT's solution](#)

810.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[RUSH_D_CAT's solution](#)

811.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[RUSH_D_CAT's solution](#)

812.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[RUSH_D_CAT's solution](#)

813.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

814.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[RUSH_D_CAT's solution](#)

815.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[RUSH_D_CAT's solution](#)

816.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

817.

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-10-22 · last AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[RUSH_D_CAT's solution](#)

818.

1054C

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

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

[RUSH_D_CAT's solution](#)

819.

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: strings

[RUSH_D_CAT's solution](#)

820.

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

821.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[RUSH_D_CAT's solution](#)

822.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, sortings

[RUSH_D_CAT's solution](#)

823.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[RUSH_D_CAT's solution](#)

824.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[RUSH_D_CAT's solution](#)

825.

527B

[Error Correct System](#) · [Tutorial](#)

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[RUSH_D_CAT's solution](#)

826.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[RUSH_D_CAT's solution](#)

827.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[RUSH_D_CAT's solution](#)

828.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[RUSH_D_CAT's solution](#)

829.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[RUSH_D_CAT's solution](#)

830.

977E

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

Quality: 25,618 global accepts · Rating: 1500 · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[RUSH_D_CAT's solution](#)

831.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[RUSH_D_CAT's solution](#)

832.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[RUSH_D_CAT's solution](#)

833.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[RUSH_D_CAT's solution](#)

834.

868C

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

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[RUSH_D_CAT's solution](#)

835.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[RUSH_D_CAT's solution](#)

836.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[RUSH_D_CAT's solution](#)

837.

877B

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

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[RUSH_D_CAT's solution](#)

838.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[RUSH_D_CAT's solution](#)

839.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[RUSH_D_CAT's solution](#)

840.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,654 global accepts · Rating: 1500 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[RUSH_D_CAT's solution](#)

841.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[RUSH_D_CAT's solution](#)

842.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[RUSH_D_CAT's solution](#)

843.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1500 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[RUSH_D_CAT's solution](#)

844.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[RUSH_D_CAT's solution](#)

845.

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[RUSH_D_CAT's solution](#)

846.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[RUSH_D_CAT's solution](#)

847.

495C

[Treasure](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[RUSH_D_CAT's solution](#)

848.

501C

[Misha and Forest](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1500 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings, trees
[RUSH_D_CAT's solution](#)

849.

148B

[Escape](#) · [Tutorial](#)

Quality: 6,015 global accepts · Rating: 1500 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[RUSH_D_CAT's solution](#)

850.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,207 global accepts · Rating: 1500 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar
[RUSH_D_CAT's solution](#)

851.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[RUSH_D_CAT's solution](#)

852.

817B

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

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[RUSH_D_CAT's solution](#)

853.

790A

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

Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[RUSH_D_CAT's solution](#)

854.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[RUSH_D_CAT's solution](#)

855.

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[RUSH_D_CAT's solution](#)

856.

574B

[Bear and Three Musketeers](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2017-01-18 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[RUSH_D_CAT's solution](#)

857.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2017-01-14 · GNU C++11 (first AC) · Tags: dp

[RUSH_D_CAT's solution](#)

858.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[RUSH_D_CAT's solution](#)

859.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[RUSH_D_CAT's solution](#)

860.

743C

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

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[RUSH_D_CAT's solution](#)

861.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[RUSH_D_CAT's solution](#)

862.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[RUSH_D_CAT's solution](#)

863.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-08-22 · GNU C++ (first AC) · Tags: constructive algorithms, math

[RUSH_D_CAT's solution](#)

864.

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: math, number theory

[RUSH_D_CAT's solution](#)

865.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++ (first AC) · Tags: binary search, implementation, two pointers

[RUSH_D_CAT's solution](#)

866.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++ (first AC) · Tags: brute force, data structures, implementation, math

[RUSH_D_CAT's solution](#)

867.

701C

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

Quality: 19,794 global accepts · Rating: 1500 · first AC: 2016-07-22 · GNU C++ (first AC) · Tags: binary search, strings, two pointers

[RUSH_D_CAT's solution](#)

868.

697C

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-07-14 · GNU C++ (first AC) · Tags: brute force, data structures, implementation, trees

[RUSH_D_CAT's solution](#)

869.

688C

[NP-Hard Problem](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[RUSH_D_CAT's solution](#)

870.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,463 global accepts · Rating: 1500 · first AC: 2016-06-12 · MS C++ (first AC) · Tags: dfs and similar, graphs, trees

[RUSH_D_CAT's solution](#)

871.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,924 global accepts · Rating: 1500 · first AC: 2016-06-12 · MS C++ (first AC) · Tags: binary search, sortings, two pointers

[RUSH_D_CAT's solution](#)

872.

577C

[Vasya and Petya's Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-06-03 · MS C++ (first AC) · Tags: implementation, number theory

[RUSH_D_CAT's solution](#)

873.

677C

[Vanya and Label](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

874.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2016-05-25 · last AC: 2016-05-28 · GNU C++ (first AC) · Tags: binary search, dp, strings, two pointers

[RUSH_D_CAT's solution](#)

875.

676B

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

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

[RUSH_D_CAT's solution](#)

876.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-05-19 · MS C++ (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

877.

673C

[Bear and Colors](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

878.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,392 global accepts · Rating: 1500 · first AC: 2016-05-06 · MS C++ (first AC) · Tags: binary search, implementation

[RUSH_D_CAT's solution](#)

879.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[RUSH_D_CAT's solution](#)

880.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[RUSH_D_CAT's solution](#)

881.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,078 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[RUSH_D_CAT's solution](#)

882.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[RUSH_D_CAT's solution](#)

883.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[RUSH_D_CAT's solution](#)

884.

1555D

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

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[RUSH_D_CAT's solution](#)

885.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[RUSH_D_CAT's solution](#)

886.

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[RUSH_D_CAT's solution](#)

887.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[RUSH_D_CAT's solution](#)

888.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[RUSH_D_CAT's solution](#)

889.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,120 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[RUSH_D_CAT's solution](#)

890.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[RUSH_D_CAT's solution](#)

891.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[RUSH_D_CAT's solution](#)

892.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[RUSH_D_CAT's solution](#)

893.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[RUSH_D_CAT's solution](#)

894.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[RUSH_D_CAT's solution](#)

895.

1461D

[Divide and Summarize](#) · [Tutorial](#)

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[RUSH_D_CAT's solution](#)

896.

1455D

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

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[RUSH_D_CAT's solution](#)

897.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[RUSH_D_CAT's solution](#)

898.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers

[RUSH_D_CAT's solution](#)

899.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[RUSH_D_CAT's solution](#)

900.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[RUSH_D_CAT's solution](#)

901.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[RUSH_D_CAT's solution](#)

902.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,607 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[RUSH_D_CAT's solution](#)

903.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,350 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[RUSH_D_CAT's solution](#)

904.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[RUSH_D_CAT's solution](#)

905.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[RUSH_D_CAT's solution](#)

906.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[RUSH_D_CAT's solution](#)

907.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,635 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[RUSH_D_CAT's solution](#)

908.

1352G

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

Quality: 24,800 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[RUSH_D_CAT's solution](#)

909.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[RUSH_D_CAT's solution](#)

910.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[RUSH_D_CAT's solution](#)

911.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[RUSH_D_CAT's solution](#)

912.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[RUSH_D_CAT's solution](#)

913.

154A

[Homework](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[RUSH_D_CAT's solution](#)

914.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[RUSH_D_CAT's solution](#)

915.

1305C

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

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[RUSH_D_CAT's solution](#)

916.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[RUSH_D_CAT's solution](#)

917.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[RUSH_D_CAT's solution](#)

918.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[RUSH_D_CAT's solution](#)

919.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[RUSH_D_CAT's solution](#)

920.

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

[RUSH_D_CAT's solution](#)

921.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[RUSH_D_CAT's solution](#)

922.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[RUSH_D_CAT's solution](#)

923.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[RUSH_D_CAT's solution](#)

924.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[RUSH_D_CAT's solution](#)

925.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[RUSH_D_CAT's solution](#)

926.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[RUSH_D_CAT's solution](#)

927.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[RUSH_D_CAT's solution](#)

928.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[RUSH_D_CAT's solution](#)

929.

253C

[Text Editor](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 1600 · first AC: 2019-08-28 · last AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[RUSH_D_CAT's solution](#)

930.

1198B

[Welfare State](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

931.

1198A

[MP3](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

932.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees

[RUSH_D_CAT's solution](#)

933.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[RUSH_D_CAT's solution](#)

934.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[RUSH_D_CAT's solution](#)

935.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[RUSH_D_CAT's solution](#)

936.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[RUSH_D_CAT's solution](#)

937.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[RUSH_D_CAT's solution](#)

938.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[RUSH_D_CAT's solution](#)

939.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[RUSH_D_CAT's solution](#)

940.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[RUSH_D_CAT's solution](#)

941.

236C

[LCM Challenge](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[RUSH_D_CAT's solution](#)

942.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[RUSH_D_CAT's solution](#)

943.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation

[RUSH_D_CAT's solution](#)

944.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[RUSH_D_CAT's solution](#)

945.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[RUSH_D_CAT's solution](#)

946.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[RUSH_D_CAT's solution](#)

947.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[RUSH_D_CAT's solution](#)

948.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[RUSH_D_CAT's solution](#)

949.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[RUSH_D_CAT's solution](#)

950.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2017-01-18 · last AC: 2018-11-06 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[RUSH_D_CAT's solution](#)

951.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

952.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[RUSH_D_CAT's solution](#)

953.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[RUSH_D_CAT's solution](#)

954.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[RUSH_D_CAT's solution](#)

955.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1600 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[RUSH_D_CAT's solution](#)

956.

477A

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

Rating: 1600 · first AC: 2018-10-15 · last AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

957.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games

[RUSH_D_CAT's solution](#)

958.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,464 global accepts · Rating: 1600 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[RUSH_D_CAT's solution](#)

959.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[RUSH_D_CAT's solution](#)

960.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[RUSH_D_CAT's solution](#)

961.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[RUSH_D_CAT's solution](#)

962.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[RUSH_D_CAT's solution](#)

963.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings

[RUSH_D_CAT's solution](#)

964.

764C

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

Rating: 1600 · first AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[RUSH_D_CAT's solution](#)

965.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[RUSH_D_CAT's solution](#)

966.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[RUSH_D_CAT's solution](#)

967.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[RUSH_D_CAT's solution](#)

968.

1015D

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

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[RUSH_D_CAT's solution](#)

969.

1003D

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

Quality: 8,560 global accepts · Rating: 1600 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[RUSH_D_CAT's solution](#)

970.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2018-06-18 · last AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[RUSH_D_CAT's solution](#)

971.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

972.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[RUSH_D_CAT's solution](#)

973.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-03-09 · last AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[RUSH_D_CAT's solution](#)

974.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[RUSH_D_CAT's solution](#)

975.

956B

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

Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[RUSH_D_CAT's solution](#)

976.

240C

[Practice](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[RUSH_D_CAT's solution](#)

977.

240A

[Cinema](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

978.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[RUSH_D_CAT's solution](#)

979.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[RUSH_D_CAT's solution](#)

980.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[RUSH_D_CAT's solution](#)

981.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[RUSH_D_CAT's solution](#)

982.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[RUSH_D_CAT's solution](#)

983.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[RUSH_D_CAT's solution](#)

984.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[RUSH_D_CAT's solution](#)

985.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[RUSH_D_CAT's solution](#)

986.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[RUSH_D_CAT's solution](#)

987.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[RUSH_D_CAT's solution](#)

988.

742D

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

Rating: 1600 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[RUSH_D_CAT's solution](#)

989.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,664 global accepts · Rating: 1600 · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[RUSH_D_CAT's solution](#)

990.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

991.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1600 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: dp, implementation

[RUSH_D_CAT's solution](#)

992.

493C

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

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[RUSH_D_CAT's solution](#)

993.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,164 global accepts · Rating: 1600 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, sortings

[RUSH_D_CAT's solution](#)

994.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[RUSH_D_CAT's solution](#)

995.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[RUSH_D_CAT's solution](#)

996.

143C

[Help Farmer](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

997.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[RUSH_D_CAT's solution](#)

998.

233C

[Cycles](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-20 · last AC: 2017-03-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, matrices

[RUSH_D_CAT's solution](#)

999.

785C

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

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[RUSH_D_CAT's solution](#)

1000.

782C

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

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[RUSH_D_CAT's solution](#)

1001.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, ternary search

[RUSH_D_CAT's solution](#)

1002.

777C

[Alyona and Spreadsheet](#) · [Tutorial](#)

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[RUSH_D_CAT's solution](#)

1003.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2017-01-18 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs

[RUSH_D_CAT's solution](#)

1004.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[RUSH_D_CAT's solution](#)

1005.

753B

[Interactive Bulls and Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 1600 · first AC: 2016-12-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[RUSH_D_CAT's solution](#)

1006.

741A

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

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-08 · GNU C++11 (first AC) · Tags: dfs and similar, math

[RUSH_D_CAT's solution](#)

1007.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[RUSH_D_CAT's solution](#)

1008.

735C

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

Quality: 7,965 global accepts · Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[RUSH_D_CAT's solution](#)

1009.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,747 global accepts · Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: math, number theory

[RUSH_D_CAT's solution](#)

1010.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[RUSH_D_CAT's solution](#)

1011.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: data structures, hashing

[RUSH_D_CAT's solution](#)

1012.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[RUSH_D_CAT's solution](#)

1013.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings

[RUSH_D_CAT's solution](#)

1014.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[RUSH_D_CAT's solution](#)

1015.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-07 · last AC: 2016-10-07 · GNU C++ (first AC) · Tags: data structures, dsu

[RUSH_D_CAT's solution](#)

1016.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2016-10-05 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[RUSH_D_CAT's solution](#)

1017.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-09-29 · GNU C++ (first AC) · Tags: dp

[RUSH_D_CAT's solution](#)

1018.

716C

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

Rating: 1600 · first AC: 2016-09-17 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[RUSH_D_CAT's solution](#)

1019.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2016-09-10 · GNU C++ (first AC) · Tags: greedy, math

[RUSH_D_CAT's solution](#)

1020.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2016-08-12 · GNU C++ (first AC) · Tags: dp, strings

[RUSH_D_CAT's solution](#)

1021.

705C

[Thor](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

1022.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2016-07-28 · GNU C++ (first AC) · Tags: greedy, math, sortings

[RUSH_D_CAT's solution](#)

1023.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2016-07-21 · GNU C++ (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

1024.

454C

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

Rating: 1600 · first AC: 2016-07-18 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities

[RUSH_D_CAT's solution](#)

1025.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,198 global accepts · Rating: 1600 · first AC: 2016-07-13 · GNU C++ (first AC) · Tags: implementation, strings

[RUSH_D_CAT's solution](#)

1026.

689B

[Mike and Shortcuts](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-08 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[RUSH_D_CAT's solution](#)

1027.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2016-06-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[RUSH_D_CAT's solution](#)

1028.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,825 global accepts · Rating: 1600 · first AC: 2016-06-15 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy

[RUSH_D_CAT's solution](#)

1029.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-13 · MS C++ (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

1030.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2016-05-20 · MS C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[RUSH_D_CAT's solution](#)

1031.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1600 · first AC: 2016-05-15 · MS C++ (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

1032.

673D

[Bear and Two Paths](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-05-07 · MS C++ (first AC) · Tags: constructive algorithms, graphs

[RUSH_D_CAT's solution](#)

1033.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2016-04-20 · MS C++ (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

1034.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1600 · first AC: 2016-04-19 · MS C++ (first AC) · Tags: binary search, dp, two pointers

[RUSH_D_CAT's solution](#)

1035.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[RUSH_D_CAT's solution](#)

1036.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,054 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[RUSH_D_CAT's solution](#)

1037.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[RUSH_D_CAT's solution](#)

1038.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[RUSH_D_CAT's solution](#)

1039.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[RUSH_D_CAT's solution](#)

1040.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[RUSH_D_CAT's solution](#)

1041.

1594D

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

Quality: 9,398 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[RUSH_D_CAT's solution](#)

1042.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[RUSH_D_CAT's solution](#)

1043.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[RUSH_D_CAT's solution](#)

1044.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[RUSH_D_CAT's solution](#)

1045.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[RUSH_D_CAT's solution](#)

1046.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[RUSH_D_CAT's solution](#)

1047.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[RUSH_D_CAT's solution](#)

1048.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive

[RUSH_D_CAT's solution](#)

1049.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[RUSH_D_CAT's solution](#)

1050.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[RUSH_D_CAT's solution](#)

1051.

1474C

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

Quality: 14,160 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[RUSH_D_CAT's solution](#)

1052.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[RUSH_D_CAT's solution](#)

1053.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

1054.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[RUSH_D_CAT's solution](#)

1055.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[RUSH_D_CAT's solution](#)

1056.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[RUSH_D_CAT's solution](#)

1057.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[RUSH_D_CAT's solution](#)

1058.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[RUSH_D_CAT's solution](#)

1059.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[RUSH_D_CAT's solution](#)

1060.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[RUSH_D_CAT's solution](#)

1061.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[RUSH_D_CAT's solution](#)

1062.

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[RUSH_D_CAT's solution](#)

1063.

1368D

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

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[RUSH_D_CAT's solution](#)

1064.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[RUSH_D_CAT's solution](#)

1065.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[RUSH_D_CAT's solution](#)

1066.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[RUSH_D_CAT's solution](#)

1067.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[RUSH_D_CAT's solution](#)

1068.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[RUSH_D_CAT's solution](#)

1069.

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

[RUSH_D_CAT's solution](#)

1070.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[RUSH_D_CAT's solution](#)

1071.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[RUSH_D_CAT's solution](#)

1072.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[RUSH_D_CAT's solution](#)

1073.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[RUSH_D_CAT's solution](#)

1074.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[RUSH_D_CAT's solution](#)

1075.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[RUSH_D_CAT's solution](#)

1076.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[RUSH_D_CAT's solution](#)

1077.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[RUSH_D_CAT's solution](#)

1078.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

1079.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[RUSH_D_CAT's solution](#)

1080.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation, math

[RUSH_D_CAT's solution](#)

1081.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[RUSH_D_CAT's solution](#)

1082.

559B

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

Quality: 11,674 global accepts · Rating: 1700 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[RUSH_D_CAT's solution](#)

1083.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[RUSH_D_CAT's solution](#)

1084.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[RUSH_D_CAT's solution](#)

1085.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[RUSH_D_CAT's solution](#)

1086.

1237C1

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

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

[RUSH_D_CAT's solution](#)

1087.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[RUSH_D_CAT's solution](#)

1088.

1229A

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

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[RUSH_D_CAT's solution](#)

1089.

1209D

[Cow and Snacks](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

1090.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[RUSH_D_CAT's solution](#)

1091.

303B

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

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

1092.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[RUSH_D_CAT's solution](#)

1093.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[RUSH_D_CAT's solution](#)

1094.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

1095.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[RUSH_D_CAT's solution](#)

1096.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[RUSH_D_CAT's solution](#)

1097.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu

[RUSH_D_CAT's solution](#)

1098.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[RUSH_D_CAT's solution](#)

1099.

1114C

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

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[RUSH_D_CAT's solution](#)

1100.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[RUSH_D_CAT's solution](#)

1101.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[RUSH_D_CAT's solution](#)

1102.

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,029 global accepts · Rating: 1700 · first AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[RUSH_D_CAT's solution](#)

1103.

216D

[Spider's Web](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 1700 · first AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[RUSH_D_CAT's solution](#)

1104.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[RUSH_D_CAT's solution](#)

1105.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[RUSH_D_CAT's solution](#)

1106.

1092C

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

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: strings

[RUSH_D_CAT's solution](#)

1107.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[RUSH_D_CAT's solution](#)

1108.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[RUSH_D_CAT's solution](#)

1109.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[RUSH_D_CAT's solution](#)

1110.

1074A

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

Rating: 1700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[RUSH_D_CAT's solution](#)

1111.

406B

[Toy Sum](#) · [Tutorial](#)

Quality: 1700 · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RUSH_D_CAT's solution](#)

1112.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[RUSH_D_CAT's solution](#)

1113.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[RUSH_D_CAT's solution](#)

1114.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[RUSH_D_CAT's solution](#)

1115.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2018-10-16 · last AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[RUSH_D_CAT's solution](#)

1116.

596C

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

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, sortings

[RUSH_D_CAT's solution](#)

1117.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[RUSH_D_CAT's solution](#)

1118.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[RUSH_D_CAT's solution](#)

1119.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2018-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[RUSH_D_CAT's solution](#)

1120.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[RUSH_D_CAT's solution](#)

1121.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[RUSH_D_CAT's solution](#)

1122.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[RUSH_D_CAT's solution](#)

1123.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 1700 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[RUSH_D_CAT's solution](#)

1124.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · last AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

1125.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · last AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[RUSH_D_CAT's solution](#)

1126.

977F

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

Quality: 25,131 global accepts · Rating: 1700 · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[RUSH_D_CAT's solution](#)

1127.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[RUSH_D_CAT's solution](#)

1128.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[RUSH_D_CAT's solution](#)

1129.

949B

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

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[RUSH_D_CAT's solution](#)

1130.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

1131.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[RUSH_D_CAT's solution](#)

1132.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[RUSH_D_CAT's solution](#)

1133.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[RUSH_D_CAT's solution](#)

1134.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · last AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[RUSH_D_CAT's solution](#)

1135.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[RUSH_D_CAT's solution](#)

1136.

585B

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

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[RUSH_D_CAT's solution](#)

1137.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 1700 · first AC: 2017-09-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation

[RUSH_D_CAT's solution](#)

1138.

851C

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

Rating: 1700 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[RUSH_D_CAT's solution](#)

1139.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[RUSH_D_CAT's solution](#)

1140.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[RUSH_D_CAT's solution](#)

1141.

834C

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

Rating: 1700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

1142.

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2017-07-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

1143.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1700 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math

[RUSH_D_CAT's solution](#)

1144.

828C

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

Rating: 1700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[RUSH_D_CAT's solution](#)

1145.

807C

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[RUSH_D_CAT's solution](#)

1146.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special

[RUSH_D_CAT's solution](#)

1147.

567C

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

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[RUSH_D_CAT's solution](#)

1148.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

[RUSH_D_CAT's solution](#)

1149.

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-02-26 · last AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, strings

[RUSH_D_CAT's solution](#)

1150.

670E

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

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2017-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, strings

[RUSH_D_CAT's solution](#)

1151.

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[RUSH_D_CAT's solution](#)

1152.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[RUSH_D_CAT's solution](#)

1153.

760C

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

Rating: 1700 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[RUSH_D_CAT's solution](#)

1154.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[RUSH_D_CAT's solution](#)

1155.

740C

[Alyona and mex](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[RUSH_D_CAT's solution](#)

1156.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[RUSH_D_CAT's solution](#)

1157.

738D

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[RUSH_D_CAT's solution](#)

1158.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-15 · last AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RUSH_D_CAT's solution](#)

1159.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[RUSH_D_CAT's solution](#)

1160.

126B

[Password](#) · [Tutorial](#)

Quality: 24,768 global accepts · Rating: 1700 · first AC: 2016-09-10 · last AC: 2016-09-10 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[RUSH_D_CAT's solution](#)

1161.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2016-09-07 · last AC: 2016-09-07 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs

[RUSH_D_CAT's solution](#)

1162.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1700 · first AC: 2016-08-01 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms

[RUSH_D_CAT's solution](#)

1163.

699D

[Fix a Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-07-20 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[RUSH_D_CAT's solution](#)

1164.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2016-07-13 · GNU C++ (first AC) · Tags: dfs and similar, dsu, math

[RUSH_D_CAT's solution](#)

1165.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2016-07-09 · GNU C++ (first AC) · Tags: greedy, implementation

[RUSH_D_CAT's solution](#)

1166.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-07 · GNU C++ (first AC) · Tags: binary search, combinatorics, math

[RUSH_D_CAT's solution](#)

1167.

686C

[Robbers' watch](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-06-24 · last AC: 2016-06-24 · GNU C++ (first AC) · Tags: brute force, combinatorics, math

[RUSH_D_CAT's solution](#)

1168.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-06-13 · MS C++ (first AC) · Tags: math, number theory

[RUSH_D_CAT's solution](#)

1169.

579C

[A Problem about Polyline](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-06-05 · MS C++ (first AC) · Tags: binary search, math

[RUSH_D_CAT's solution](#)

1170.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-05-15 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[RUSH_D_CAT's solution](#)

1171.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory

[RUSH_D_CAT's solution](#)

1172.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[RUSH_D_CAT's solution](#)

1173.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[RUSH_D_CAT's solution](#)

1174.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[RUSH_D_CAT's solution](#)

1175.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[RUSH_D_CAT's solution](#)

1176.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[RUSH_D_CAT's solution](#)

1177.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[RUSH_D_CAT's solution](#)

1178.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[RUSH_D_CAT's solution](#)

1179.

1064D

[Labyrinth](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[RUSH_D_CAT's solution](#)

1180.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · PyPy 3 (first AC) · Tags: binary search, greedy, sortings

[RUSH_D_CAT's solution](#)

1181.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[RUSH_D_CAT's solution](#)

1182.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[RUSH_D_CAT's solution](#)

1183.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[RUSH_D_CAT's solution](#)

1184.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[RUSH_D_CAT's solution](#)

1185.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[RUSH_D_CAT's solution](#)

1186.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[RUSH_D_CAT's solution](#)

1187.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[RUSH_D_CAT's solution](#)

1188.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[RUSH_D_CAT's solution](#)

1189.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[RUSH_D_CAT's solution](#)

1190.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[RUSH_D_CAT's solution](#)

1191.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[RUSH_D_CAT's solution](#)

1192.

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[RUSH_D_CAT's solution](#)

1193.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[RUSH_D_CAT's solution](#)

1194.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[RUSH_D_CAT's solution](#)

1195.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[RUSH_D_CAT's solution](#)

1196.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[RUSH_D_CAT's solution](#)

1197.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

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1198.

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

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1199.

1327E

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Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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1200.

768C

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Quality: 3,974 global accepts · Rating: 1800 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, sortings

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1201.

420B

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Quality: 1,172 global accepts · Rating: 1800 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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1202.

1299B

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Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

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1203.

1290B

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Quality: 7,156 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

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1204.

1295D

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Quality: 10,218 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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1205.

1286B

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Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[RUSH_D_CAT's solution](#)**1206.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

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1280B

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Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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1267L

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Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[RUSH_D_CAT's solution](#)**1209.**

1267J

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Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[RUSH_D_CAT's solution](#)**1210.**

533E

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Quality: 2,433 global accepts · Rating: 1800 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[RUSH_D_CAT's solution](#)**1211.**

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[RUSH_D_CAT's solution](#)**1212.**

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[RUSH_D_CAT's solution](#)**1213.**

1252H

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Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[RUSH_D_CAT's solution](#)**1214.**

1250B

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Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[RUSH_D_CAT's solution](#)

1215.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

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1216.

1221D

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

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1217.

482B

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Quality: 7,729 global accepts · Rating: 1800 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, trees

[RUSH_D_CAT's solution](#)

1218.

301A

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

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[RUSH_D_CAT's solution](#)

1219.

254C

[Anagram](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: 1800 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[RUSH_D_CAT's solution](#)

1220.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[RUSH_D_CAT's solution](#)

1221.

1195D2

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

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

[RUSH_D_CAT's solution](#)

1222.

1190B

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

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

[RUSH_D_CAT's solution](#)

1223.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · last AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[RUSH_D_CAT's solution](#)

1224.

1179B

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

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[RUSH_D_CAT's solution](#)

1225.

1152C

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Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[RUSH_D_CAT's solution](#)

1226.

1151C

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Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[RUSH_D_CAT's solution](#)

1227.

1119D

[Frets On Fire](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

1228.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[RUSH_D_CAT's solution](#)

1229.

645D

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Quality: 3,340 global accepts · Rating: 1800 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, graphs

[RUSH_D_CAT's solution](#)

1230.

1109B

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

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings

[RUSH_D_CAT's solution](#)

1231.

216C

[Hiring Staff](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1800 · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[RUSH_D_CAT's solution](#)

1232.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[RUSH_D_CAT's solution](#)

1233.

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2018-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[RUSH_D_CAT's solution](#)

1234.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[RUSH_D_CAT's solution](#)

1235.

1082D

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Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[RUSH_D_CAT's solution](#)

1236.

1062D

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Quality: 4,170 global accepts · Rating: 1800 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[RUSH_D_CAT's solution](#)

1237.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[RUSH_D_CAT's solution](#)

1238.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[RUSH_D_CAT's solution](#)

1239.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2018-11-04 · last AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[RUSH_D_CAT's solution](#)

1240.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[RUSH_D_CAT's solution](#)

1241.

442B

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

Quality: 6,110 global accepts · Rating: 1800 · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[RUSH_D_CAT's solution](#)

1242.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[RUSH_D_CAT's solution](#)

1243.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[RUSH_D_CAT's solution](#)

1244.

1053A

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

Rating: 1800 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[RUSH_D_CAT's solution](#)

1245.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[RUSH_D_CAT's solution](#)

1246.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[RUSH_D_CAT's solution](#)

1247.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[RUSH_D_CAT's solution](#)

1248.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math

[RUSH_D_CAT's solution](#)

1249.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[RUSH_D_CAT's solution](#)

1250.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[RUSH_D_CAT's solution](#)

1251.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[RUSH_D_CAT's solution](#)

1252.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[RUSH_D_CAT's solution](#)

1253.

987E

[Petr and Permutations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

1254.

979B

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Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[RUSH_D_CAT's solution](#)

1255.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-08-09 · last AC: 2018-04-26 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

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1256.

963A

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1257.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees
[RUSH_D_CAT's solution](#)

1258.

240B

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Rating: 1800 · first AC: 2018-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[RUSH_D_CAT's solution](#)

1259.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[RUSH_D_CAT's solution](#)

1260.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

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1261.

933A

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Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[RUSH_D_CAT's solution](#)

1262.

922D

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Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[RUSH_D_CAT's solution](#)

1263.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[RUSH_D_CAT's solution](#)

1264.

913D

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Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

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1265.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[RUSH_D_CAT's solution](#)

1266.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[RUSH_D_CAT's solution](#)

1267.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[RUSH_D_CAT's solution](#)

1268.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,028 global accepts · Rating: 1800 · first AC: 2017-10-12 · last AC: 2017-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[RUSH_D_CAT's solution](#)

1269.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[RUSH_D_CAT's solution](#)

1270.

478C

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

Quality: 20,593 global accepts · Rating: 1800 · first AC: 2017-08-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[RUSH_D_CAT's solution](#)

1271.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2017-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings

[RUSH_D_CAT's solution](#)

1272.

828D

[High Load](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[RUSH_D_CAT's solution](#)

1273.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[RUSH_D_CAT's solution](#)

1274.

143D

[Help General](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, greedy, math

[RUSH_D_CAT's solution](#)

1275.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[RUSH_D_CAT's solution](#)

1276.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[RUSH_D_CAT's solution](#)

1277.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[RUSH_D_CAT's solution](#)

1278.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[RUSH_D_CAT's solution](#)

1279.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-11-02 · last AC: 2016-11-03 · GNU C++11 (first AC) · Tags: data structures, greedy

[RUSH_D_CAT's solution](#)

1280.

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[RUSH_D_CAT's solution](#)

1281.

727D

[T-shirts Distribution](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, greedy

[RUSH_D_CAT's solution](#)

1282.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[RUSH_D_CAT's solution](#)

1283.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2016-08-06 · GNU C++ (first AC) · Tags: dp

[RUSH_D_CAT's solution](#)

1284.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2016-07-13 · GNU C++ (first AC) · Tags: bitmasks, dp

[RUSH_D_CAT's solution](#)

1285.

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2016-07-01 · GNU C++ (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

1286.

688D

[Remainders Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: chinese remainder theorem, math, number theory

[RUSH_D_CAT's solution](#)

1287.

672C

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

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

[RUSH_D_CAT's solution](#)

1288.

667C

[Reberland Linguistics](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-04-30 · MS C++ (first AC) · Tags: dp, strings

[RUSH_D_CAT's solution](#)

1289.

669D

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

Rating: 1800 · first AC: 2016-04-24 · MS C++ (first AC) · Tags: data structures, implementation, math

[RUSH_D_CAT's solution](#)

1290.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2016-04-21 · MS C++ (first AC) · Tags: constructive algorithms, greedy, number theory

[RUSH_D_CAT's solution](#)

1291.

664B

[Rebus](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-04-16 · MS C++ (first AC) · Tags: greedy

[RUSH_D_CAT's solution](#)

1292.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings

[RUSH_D_CAT's solution](#)

1293.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[RUSH_D_CAT's solution](#)

1294.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-12 · last AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[RUSH_D_CAT's solution](#)

1295.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[RUSH_D_CAT's solution](#)

1296.

1558B

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Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

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1297.

1479B1

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1298.

1483B

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1299.

1494C

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1492D

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1486C2

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Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

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1477B

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1475G

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1475F

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744B

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1467C

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1423B

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1444B

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1309.

1434A

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1310.

1421D

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1311.

1430E

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1312.

1404B

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1313.

1400D

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1314.

1371E1

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1315.

1365E

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1316.

1361B

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1317.

1360G

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1318.

1354D

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1319.

1328E

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1320.

1305D

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1321.

1307D

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1322.

420C

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1323.

1276B

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1324.

1270D

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Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

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1325.

1264B

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Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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1326.

1260D

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1327.

1242B

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Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

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1328.

1251D

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1329.

1237C2

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1330.

1238D

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Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings

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1331.

1228D

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1332.

1220D

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1333.

1207E

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1334.

1205B

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1335.

1200D

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1336.

1197D

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Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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1337.

1175D

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1338.

1155D

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Quality: 7,719 global accepts · Rating: 1900 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

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1339.

1119E

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1340.

1141G

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1341.

557C

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1342.

1114D

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1343.

1095E

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1344.

1095F

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1345.

1092F

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1346.

1081E

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1347.

1090B

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1348.

547B

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1349.

553B

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[RUSH_D_CAT's solution](#)

1350.

1078A

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Rating: 1900 · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math, shortest paths

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1351.

1055C

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1352.

500D

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1354.

633C

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1355.

1043E

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1356.

1067A

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1357.

1071B

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Rating: 1900 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing

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1358.

1054D

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1359.

477B

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1360.

1063C

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1361.

121C

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1362.

1060D

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1363.

599D

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1364.

472D

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1365.

1017D

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1366.

1012B

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1367.

1012C

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Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

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1368.

1015E2

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1369.

1000D

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1370.

993B

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1371.

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1372.

982D

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1373.

965D

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1374.

717D

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1375.

949C

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1376.

228E

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1377.

691E

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1378.

909E

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1379.

894C

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1380.

223C

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1381.

223B

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1382.

103C

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1383.

549D

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Quality: 2,254 global accepts · Rating: 1900 · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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1384.

607B

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1385.

650B

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1386.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

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1387.

613A

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1388.

582B

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1389.

835D

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1390.

832D

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[RUSH_D_CAT's solution](#)

1391.

506A

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

Rating: 1900 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[RUSH_D_CAT's solution](#)

1392.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math

[RUSH_D_CAT's solution](#)

1393.

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[RUSH_D_CAT's solution](#)

1394.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[RUSH_D_CAT's solution](#)

1395.

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[RUSH_D_CAT's solution](#)

1396.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1900 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[RUSH_D_CAT's solution](#)

1397.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2017-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, trees

[RUSH_D_CAT's solution](#)

1398.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: games

[RUSH_D_CAT's solution](#)

1399.

233D

[Table](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[RUSH_D_CAT's solution](#)

1400.

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[RUSH_D_CAT's solution](#)

1401.

134B

[Pairs of Numbers](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 1900 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math, number theory

[RUSH_D_CAT's solution](#)

1402.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2017-01-28 · last AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[RUSH_D_CAT's solution](#)

1403.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[RUSH_D_CAT's solution](#)

1404.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2017-01-18 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math

[RUSH_D_CAT's solution](#)

1405.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-14 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, strings

[RUSH_D_CAT's solution](#)

1406.

740D

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

Rating: 1900 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graph matchings, graphs

[RUSH_D_CAT's solution](#)

1407.

738E

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[RUSH_D_CAT's solution](#)

1408.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-11-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[RUSH_D_CAT's solution](#)

1409.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math, number theory

[RUSH_D_CAT's solution](#)

1410.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-10 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[RUSH_D_CAT's solution](#)

1411.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[RUSH_D_CAT's solution](#)

1412.

709D

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

Rating: 1900 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: greedy, math

[RUSH_D_CAT's solution](#)

1413.

702D

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

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

[RUSH_D_CAT's solution](#)

1414.

701D

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

Rating: 1900 · first AC: 2016-07-23 · GNU C++ (first AC) · Tags: binary search, math

[RUSH_D_CAT's solution](#)

1415.

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2016-07-20 · GNU C++ (first AC) · Tags: binary search, greedy, math

[RUSH_D_CAT's solution](#)

1416.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2016-07-09 · GNU C++ (first AC) · Tags: dp, probabilities

[RUSH_D_CAT's solution](#)

1417.

688E

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

Rating: 1900 · first AC: 2016-06-30 · GNU C++ (first AC) · Tags: dp

[RUSH_D_CAT's solution](#)

1418.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-06-28 · GNU C++ (first AC) · Tags: dp, strings

[RUSH_D_CAT's solution](#)

1419.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2016-06-03 · last AC: 2016-06-03 · MS C++ (first AC) · Tags: combinatorics, data structures, dp, two pointers

[RUSH_D_CAT's solution](#)

1420.

660D

[Number of Parallelograms](#) · [Tutorial](#)

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2016-04-19 · MS C++ (first AC) · Tags: geometry

[RUSH_D_CAT's solution](#)

1421.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[RUSH_D_CAT's solution](#)

1422.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[RUSH_D_CAT's solution](#)

1423.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp

[RUSH_D_CAT's solution](#)

1424.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[RUSH_D_CAT's solution](#)

1425.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math

[RUSH_D_CAT's solution](#)

1426.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[RUSH_D_CAT's solution](#)

1427.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[RUSH_D_CAT's solution](#)

1428.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[RUSH_D_CAT's solution](#)

1429.

1624F

[Interacdive Problem](#) · [Tutorial](#)

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, interactive

[RUSH_D_CAT's solution](#)

1430.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-20 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[RUSH_D_CAT's solution](#)

1431.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[RUSH_D_CAT's solution](#)

1432.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[RUSH_D_CAT's solution](#)

1433.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[RUSH_D_CAT's solution](#)

1434.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[RUSH_D_CAT's solution](#)

1435.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[RUSH_D_CAT's solution](#)

1436.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[RUSH_D_CAT's solution](#)

1437.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[RUSH_D_CAT's solution](#)

1438.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[RUSH_D_CAT's solution](#)

1439.

1427D

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

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[RUSH_D_CAT's solution](#)

1440.

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[RUSH_D_CAT's solution](#)

1441.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[RUSH_D_CAT's solution](#)

1442.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[RUSH_D_CAT's solution](#)

1443.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[RUSH_D_CAT's solution](#)

1444.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[RUSH_D_CAT's solution](#)

1445.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[RUSH_D_CAT's solution](#)

1446.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[RUSH_D_CAT's solution](#)

1447.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[RUSH_D_CAT's solution](#)

1448.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[RUSH_D_CAT's solution](#)

1449.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[RUSH_D_CAT's solution](#)

1450.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[RUSH_D_CAT's solution](#)

1451.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings
[RUSH_D_CAT's solution](#)

1452.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees
[RUSH_D_CAT's solution](#)

1453.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[RUSH_D_CAT's solution](#)

1454.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[RUSH_D_CAT's solution](#)

1455.

1288E

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

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[RUSH_D_CAT's solution](#)

1456.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp
[RUSH_D_CAT's solution](#)

1457.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[RUSH_D_CAT's solution](#)

1458.

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
[RUSH_D_CAT's solution](#)

1459.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees
[RUSH_D_CAT's solution](#)

1460.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[RUSH_D_CAT's solution](#)

1461.

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math
[RUSH_D_CAT's solution](#)

1462.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[RUSH_D_CAT's solution](#)

1463.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[RUSH_D_CAT's solution](#)

1464.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers
[RUSH_D_CAT's solution](#)

1465.

1229B

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

Rating: 2000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees
[RUSH_D_CAT's solution](#)

1466.

1209E1

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

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

1467.

1209G1

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

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

1468.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,267 global accepts · Rating: 2000 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[RUSH_D_CAT's solution](#)

1469.

253D

[Table with Letters - 2](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2000 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers
[RUSH_D_CAT's solution](#)

1470.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings
[RUSH_D_CAT's solution](#)

1471.

1198C

[Matching vs Independent Set · Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[RUSH_D_CAT's solution](#)

1472.

1190D

[Tokitsukaze and Strange Rectangle · Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[RUSH_D_CAT's solution](#)

1473.

1185E

[Polycarp and Snakes · Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

1474.

1161C

[Thanos Nim · Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[RUSH_D_CAT's solution](#)

1475.

1157F

[Maximum Balanced Circle · Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[RUSH_D_CAT's solution](#)

1476.

555B

[Case of Fugitive · Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[RUSH_D_CAT's solution](#)

1477.

526C

[Om Nom and Candies · Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[RUSH_D_CAT's solution](#)

1478.

461B

[Appleman and Tree · Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[RUSH_D_CAT's solution](#)

1479.

446B

[DZY Loves Modification · Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy

[RUSH_D_CAT's solution](#)

1480.

1131D

[Gourmet choice · Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[RUSH_D_CAT's solution](#)

1481.

360B

[Levko and Array · Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[RUSH_D_CAT's solution](#)

1482.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[RUSH_D_CAT's solution](#)

1483.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[RUSH_D_CAT's solution](#)

1484.

216E

[Martian Luck](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2000 · first AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[RUSH_D_CAT's solution](#)

1485.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[RUSH_D_CAT's solution](#)

1486.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[RUSH_D_CAT's solution](#)

1487.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[RUSH_D_CAT's solution](#)

1488.

1090L

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

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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1489.

1090K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math

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1490.

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[RUSH_D_CAT's solution](#)

1491.

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

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1492.

1082E

[Increasing Frequency](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[RUSH_D_CAT's solution](#)

1493.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2018-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[RUSH_D_CAT's solution](#)

1494.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2018-11-03 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[RUSH_D_CAT's solution](#)

1495.

633D

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Quality: 3,051 global accepts · Rating: 2000 · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[RUSH_D_CAT's solution](#)

1496.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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1497.

379D

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Quality: 1,663 global accepts · Rating: 2000 · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

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1498.

464B

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Quality: 1,782 global accepts · Rating: 2000 · first AC: 2018-10-17 · last AC: 2018-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[RUSH_D_CAT's solution](#)

1499.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[RUSH_D_CAT's solution](#)

1500.

669E

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Rating: 2000 · first AC: 2018-05-24 · last AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[RUSH_D_CAT's solution](#)

1501.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[RUSH_D_CAT's solution](#)

1502.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[RUSH_D_CAT's solution](#)

1503.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[RUSH_D_CAT's solution](#)

1504.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[RUSH_D_CAT's solution](#)

1505.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[RUSH_D_CAT's solution](#)

1506.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[RUSH_D_CAT's solution](#)

1507.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[RUSH_D_CAT's solution](#)

1508.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[RUSH_D_CAT's solution](#)

1509.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

1510.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[RUSH_D_CAT's solution](#)

1511.

240D

[Merging Two Decks](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[RUSH_D_CAT's solution](#)

1512.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[RUSH_D_CAT's solution](#)

1513.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[RUSH_D_CAT's solution](#)

1514.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

1515.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[RUSH_D_CAT's solution](#)

1516.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[RUSH_D_CAT's solution](#)

1517.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[RUSH_D_CAT's solution](#)

1518.

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[RUSH_D_CAT's solution](#)

1519.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[RUSH_D_CAT's solution](#)

1520.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[RUSH_D_CAT's solution](#)

1521.

889B

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

Rating: 2000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, strings

[RUSH_D_CAT's solution](#)

1522.

249A

[Robo-Footballer](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-09-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[RUSH_D_CAT's solution](#)

1523.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[RUSH_D_CAT's solution](#)

1524.

844D

[Interactive LowerBound](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[RUSH_D_CAT's solution](#)

1525.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2017-08-31 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[RUSH_D_CAT's solution](#)

1526.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[RUSH_D_CAT's solution](#)

1527.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2017-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[RUSH_D_CAT's solution](#)

1528.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2017-07-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

1529.

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[RUSH_D_CAT's solution](#)

1530.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-07 · last AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[RUSH_D_CAT's solution](#)

1531.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2017-04-28 · last AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[RUSH_D_CAT's solution](#)

1532.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-04-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games

[RUSH_D_CAT's solution](#)

1533.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2017-03-22 · last AC: 2017-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[RUSH_D_CAT's solution](#)

1534.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2017-03-22 · last AC: 2017-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[RUSH_D_CAT's solution](#)

1535.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[RUSH_D_CAT's solution](#)

1536.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[RUSH_D_CAT's solution](#)

1537.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[RUSH_D_CAT's solution](#)

1538.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-05-19 · last AC: 2017-02-10 · MS C++ (first AC) · Tags: math, number theory

[RUSH_D_CAT's solution](#)

1539.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[RUSH_D_CAT's solution](#)

1540.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[RUSH_D_CAT's solution](#)

1541.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: data structures

[RUSH_D_CAT's solution](#)

1542.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-19 · last AC: 2016-12-19 · GNU C++11 (first AC) · Tags: binary search, data structures

[RUSH_D_CAT's solution](#)

1543.

516B

[Brazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: data structures, graph matchings, greedy, implementation

[RUSH_D_CAT's solution](#)

1544.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2016-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[RUSH_D_CAT's solution](#)

1545.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[RUSH_D_CAT's solution](#)

1546.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2016-07-12 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[RUSH_D_CAT's solution](#)

1547.

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

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1548.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, sortings

[RUSH_D_CAT's solution](#)

1549.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[RUSH_D_CAT's solution](#)

1550.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[RUSH_D_CAT's solution](#)

1551.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[RUSH_D_CAT's solution](#)

1552.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 2100 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers

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1553.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[RUSH_D_CAT's solution](#)

1554.

1511E

[Coloring and Dominoes](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, math

[RUSH_D_CAT's solution](#)

1555.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[RUSH_D_CAT's solution](#)

1556.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[RUSH_D_CAT's solution](#)

1557.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[RUSH_D_CAT's solution](#)

1558.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[RUSH_D_CAT's solution](#)

1559.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[RUSH_D_CAT's solution](#)

1560.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[RUSH_D_CAT's solution](#)

1561.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[RUSH_D_CAT's solution](#)

1562.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[RUSH_D_CAT's solution](#)

1563.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[RUSH_D_CAT's solution](#)

1564.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[RUSH_D_CAT's solution](#)

1565.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[RUSH_D_CAT's solution](#)

1566.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[RUSH_D_CAT's solution](#)

1567.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[RUSH_D_CAT's solution](#)

1568.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[RUSH_D_CAT's solution](#)

1569.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[RUSH_D_CAT's solution](#)

1570.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[RUSH_D_CAT's solution](#)

1571.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[RUSH_D_CAT's solution](#)

1572.

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[RUSH_D_CAT's solution](#)

1573.

439E

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

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[RUSH_D_CAT's solution](#)

1574.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[RUSH_D_CAT's solution](#)

1575.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees

[RUSH_D_CAT's solution](#)

1576.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[RUSH_D_CAT's solution](#)

1577.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[RUSH_D_CAT's solution](#)

1578.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[RUSH_D_CAT's solution](#)

1579.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[RUSH_D_CAT's solution](#)

1580.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,789 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[RUSH_D_CAT's solution](#)

1581.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[RUSH_D_CAT's solution](#)

1582.

852D

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1585.

1365F

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1354E

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875C

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976E

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549H

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852E

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1663.

498C

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821E

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571A

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1669.

795A

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1670.

356C

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1671.

788B

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703C

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791D

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1674.

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767D

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1676.

766E

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[RUSH_D_CAT's solution](#)

1677.

752E

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

Rating: 2100 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, two pointers

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1678.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: data structures, math

[RUSH_D_CAT's solution](#)

1679.

734E

[Anton and Tree](#) · Tutorial

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2016-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[RUSH_D_CAT's solution](#)

1680.

484B

[Maximum Value](#) · Tutorial

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2016-08-02 · GNU C++ (first AC) · Tags: binary search, math, sortings, two pointers

[RUSH_D_CAT's solution](#)

1681.

675C

[Money Transfers](#) · Tutorial

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-16 · MS C++ (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[RUSH_D_CAT's solution](#)

1682.

2025E

[Card Game](#) · Tutorial

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[RUSH_D_CAT's solution](#)

1683.

628D

[Magic Numbers](#) · Tutorial

Quality: 8,281 global accepts · Rating: 2200 · first AC: 2018-01-01 · last AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[RUSH_D_CAT's solution](#)

1684.

1695D1

[Tree Queries \(Easy Version\)](#) · Tutorial

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[RUSH_D_CAT's solution](#)

1685.

1666I

[Interactive Treasure Hunt](#) · Tutorial

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[RUSH_D_CAT's solution](#)

1686.

1666F

[Fancy Stack](#) · Tutorial

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[RUSH_D_CAT's solution](#)

1687.

1657E

[Star MST](#) · Tutorial

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[RUSH_D_CAT's solution](#)

1688.

1646E

[Power Board](#) · Tutorial

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[RUSH_D_CAT's solution](#)

1689.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[RUSH_D_CAT's solution](#)

1690.

1593G

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

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[RUSH_D_CAT's solution](#)

1691.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[RUSH_D_CAT's solution](#)

1692.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[RUSH_D_CAT's solution](#)

1693.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[RUSH_D_CAT's solution](#)

1694.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[RUSH_D_CAT's solution](#)

1695.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[RUSH_D_CAT's solution](#)

1696.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[RUSH_D_CAT's solution](#)

1697.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[RUSH_D_CAT's solution](#)

1698.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[RUSH_D_CAT's solution](#)

1699.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[RUSH_D_CAT's solution](#)

1700.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[RUSH_D_CAT's solution](#)

1701.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[RUSH_D_CAT's solution](#)

1702.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[RUSH_D_CAT's solution](#)

1703.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[RUSH_D_CAT's solution](#)

1704.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[RUSH_D_CAT's solution](#)

1705.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[RUSH_D_CAT's solution](#)

1706.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[RUSH_D_CAT's solution](#)

1707.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[RUSH_D_CAT's solution](#)

1708.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[RUSH_D_CAT's solution](#)

1709.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · last AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[RUSH_D_CAT's solution](#)

1710.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[RUSH_D_CAT's solution](#)

1711.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[RUSH_D_CAT's solution](#)

1712.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[RUSH_D_CAT's solution](#)

1713.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[RUSH_D_CAT's solution](#)

1714.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[RUSH_D_CAT's solution](#)

1715.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[RUSH_D_CAT's solution](#)

1716.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[RUSH_D_CAT's solution](#)

1717.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[RUSH_D_CAT's solution](#)

1718.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[RUSH_D_CAT's solution](#)

1719.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[RUSH_D_CAT's solution](#)

1720.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[RUSH_D_CAT's solution](#)

1721.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[RUSH_D_CAT's solution](#)

1722.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees

[RUSH_D_CAT's solution](#)

1723.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[RUSH_D_CAT's solution](#)

1724.

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[RUSH_D_CAT's solution](#)

1725.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

[RUSH_D_CAT's solution](#)

1726.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[RUSH_D_CAT's solution](#)

1727.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[RUSH_D_CAT's solution](#)

1728.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[RUSH_D_CAT's solution](#)

1729.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[RUSH_D_CAT's solution](#)

1730.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[RUSH_D_CAT's solution](#)

1731.

301D

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

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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1732.

253E

[Printer](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2200 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings

[RUSH_D_CAT's solution](#)

1733.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[RUSH_D_CAT's solution](#)

1734.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[RUSH_D_CAT's solution](#)

1735.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[RUSH_D_CAT's solution](#)

1736.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2019-04-22 · last AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[RUSH_D_CAT's solution](#)

1737.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[RUSH_D_CAT's solution](#)

1738.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[RUSH_D_CAT's solution](#)

1739.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[RUSH_D_CAT's solution](#)

1740.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[RUSH_D_CAT's solution](#)

1741.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[RUSH_D_CAT's solution](#)

1742.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, sortings

[RUSH_D_CAT's solution](#)

1743.

538E

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

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[RUSH_D_CAT's solution](#)

1744.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[RUSH_D_CAT's solution](#)

1745.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[RUSH_D_CAT's solution](#)

1746.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[RUSH_D_CAT's solution](#)

1747.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[RUSH_D_CAT's solution](#)

1748.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[RUSH_D_CAT's solution](#)

1749.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs

[RUSH_D_CAT's solution](#)

1750.

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[RUSH_D_CAT's solution](#)

1751.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[RUSH_D_CAT's solution](#)

1752.

521C

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

Rating: 2200 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[RUSH_D_CAT's solution](#)

1753.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[RUSH_D_CAT's solution](#)

1754.

1092D1

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

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[RUSH_D_CAT's solution](#)

1755.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[RUSH_D_CAT's solution](#)

1756.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[RUSH_D_CAT's solution](#)

1757.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2018-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[RUSH_D_CAT's solution](#)

1758.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, trees

[RUSH_D_CAT's solution](#)

1759.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[RUSH_D_CAT's solution](#)

1760.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[RUSH_D_CAT's solution](#)

1761.

477C

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

Quality: 2200 · first AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[RUSH_D_CAT's solution](#)

1762.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities, trees

[RUSH_D_CAT's solution](#)

1763.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[RUSH_D_CAT's solution](#)

1764.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2018-05-24 · last AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[RUSH_D_CAT's solution](#)

1765.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[RUSH_D_CAT's solution](#)

1766.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[RUSH_D_CAT's solution](#)

1767.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[RUSH_D_CAT's solution](#)

1768.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[RUSH_D_CAT's solution](#)

1769.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2018-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[RUSH_D_CAT's solution](#)

1770.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[RUSH_D_CAT's solution](#)

1771.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[RUSH_D_CAT's solution](#)

1772.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2200 · first AC: 2018-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings

[RUSH_D_CAT's solution](#)

1773.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[RUSH_D_CAT's solution](#)

1774.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[RUSH_D_CAT's solution](#)

1775.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[RUSH_D_CAT's solution](#)

1776.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[RUSH_D_CAT's solution](#)

1777.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2018-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[RUSH_D_CAT's solution](#)

1778.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[RUSH_D_CAT's solution](#)

1779.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[RUSH_D_CAT's solution](#)

1780.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[RUSH_D_CAT's solution](#)

1781.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees

[RUSH_D_CAT's solution](#)

1782.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[RUSH_D_CAT's solution](#)

1783.

664D

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[RUSH_D_CAT's solution](#)

1784.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[RUSH_D_CAT's solution](#)

1785.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[RUSH_D_CAT's solution](#)

1786.

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[RUSH_D_CAT's solution](#)

1787.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[RUSH_D_CAT's solution](#)

1788.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[RUSH_D_CAT's solution](#)

1789.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[RUSH_D_CAT's solution](#)

1790.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[RUSH_D_CAT's solution](#)

1791.

549C

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

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: games

[RUSH_D_CAT's solution](#)

1792.

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[RUSH_D_CAT's solution](#)

1793.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[RUSH_D_CAT's solution](#)

1794.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[RUSH_D_CAT's solution](#)

1795.

639C

[Bear and Polynomials](#) · [Tutorial](#)

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2017-07-28 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[RUSH_D_CAT's solution](#)

1796.

506B

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

Rating: 2200 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[RUSH_D_CAT's solution](#)

1797.

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[RUSH_D_CAT's solution](#)

1798.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[RUSH_D_CAT's solution](#)

1799.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-16 · last AC: 2017-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[RUSH_D_CAT's solution](#)

1800.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, sortings

[RUSH_D_CAT's solution](#)

1801.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: dp, games

[RUSH_D_CAT's solution](#)

1802.

680D

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

Rating: 2200 · first AC: 2016-06-11 · MS C++ (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[RUSH_D_CAT's solution](#)

1803.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[RUSH_D_CAT's solution](#)

1804.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[RUSH_D_CAT's solution](#)

1805.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[RUSH_D_CAT's solution](#)

1806.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[RUSH_D_CAT's solution](#)

1807.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[RUSH_D_CAT's solution](#)

1808.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[RUSH_D_CAT's solution](#)

1809.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[RUSH_D_CAT's solution](#)

1810.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[RUSH_D_CAT's solution](#)

1811.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · last AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[RUSH_D_CAT's solution](#)

1812.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[RUSH_D_CAT's solution](#)

1813.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[RUSH_D_CAT's solution](#)

1814.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[RUSH_D_CAT's solution](#)

1815.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[RUSH_D_CAT's solution](#)

1816.

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[RUSH_D_CAT's solution](#)

1817.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[RUSH_D_CAT's solution](#)

1818.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[RUSH_D_CAT's solution](#)

1819.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[RUSH_D_CAT's solution](#)

1820.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings

[RUSH_D_CAT's solution](#)

1821.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[RUSH_D_CAT's solution](#)

1822.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[RUSH_D_CAT's solution](#)

1823.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[RUSH_D_CAT's solution](#)

1824.

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[RUSH_D_CAT's solution](#)

1825.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[RUSH_D_CAT's solution](#)

1826.

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

[RUSH_D_CAT's solution](#)

1827.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[RUSH_D_CAT's solution](#)

1828.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[RUSH_D_CAT's solution](#)

1829.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[RUSH_D_CAT's solution](#)

1830.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[RUSH_D_CAT's solution](#)

1831.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[RUSH_D_CAT's solution](#)

1832.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[RUSH_D_CAT's solution](#)

1833.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math
[RUSH_D_CAT's solution](#)

1834.

254D

[Rats](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2300 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, shortest paths
[RUSH_D_CAT's solution](#)

1835.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[RUSH_D_CAT's solution](#)

1836.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory
[RUSH_D_CAT's solution](#)

1837.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp
[RUSH_D_CAT's solution](#)

1838.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings
[RUSH_D_CAT's solution](#)

1839.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy
[RUSH_D_CAT's solution](#)

1840.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers
[RUSH_D_CAT's solution](#)

1841.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory
[RUSH_D_CAT's solution](#)

1842.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[RUSH_D_CAT's solution](#)

1843.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[RUSH_D_CAT's solution](#)

1844.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[RUSH_D_CAT's solution](#)

1845.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[RUSH_D_CAT's solution](#)

1846.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[RUSH_D_CAT's solution](#)

1847.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[RUSH_D_CAT's solution](#)

1848.

487C

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

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[RUSH_D_CAT's solution](#)

1849.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 2300 · first AC: 2018-07-16 · last AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[RUSH_D_CAT's solution](#)

1850.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2019-01-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[RUSH_D_CAT's solution](#)

1851.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[RUSH_D_CAT's solution](#)

1852.

1086C

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

Quality: 2300 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[RUSH_D_CAT's solution](#)

1853.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[RUSH_D_CAT's solution](#)

1854.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, greedy

[RUSH_D_CAT's solution](#)

1855.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[RUSH_D_CAT's solution](#)

1856.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2018-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu

[RUSH_D_CAT's solution](#)

1857.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2018-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[RUSH_D_CAT's solution](#)

1858.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[RUSH_D_CAT's solution](#)

1859.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[RUSH_D_CAT's solution](#)

1860.

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities, sortings

[RUSH_D_CAT's solution](#)

1861.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[RUSH_D_CAT's solution](#)

1862.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2018-07-31 · last AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[RUSH_D_CAT's solution](#)

1863.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,752 global accepts · Rating: 2300 · first AC: 2018-07-16 · last AC: 2018-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[RUSH_D_CAT's solution](#)

1864.

996E

[Leaving the Bar](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[RUSH_D_CAT's solution](#)

1865.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math

[RUSH_D_CAT's solution](#)

1866.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2018-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[RUSH_D_CAT's solution](#)

1867.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-05-23 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[RUSH_D_CAT's solution](#)

1868.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2018-05-23 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures

[RUSH_D_CAT's solution](#)

1869.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[RUSH_D_CAT's solution](#)

1870.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[RUSH_D_CAT's solution](#)

1871.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[RUSH_D_CAT's solution](#)

1872.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[RUSH_D_CAT's solution](#)

1873.

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[RUSH_D_CAT's solution](#)

1874.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[RUSH_D_CAT's solution](#)

1875.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2018-02-01 · last AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[RUSH_D_CAT's solution](#)

1876.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[RUSH_D_CAT's solution](#)

1877.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2018-01-06 · last AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[RUSH_D_CAT's solution](#)

1878.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[RUSH_D_CAT's solution](#)

1879.

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, math

[RUSH_D_CAT's solution](#)

1880.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[RUSH_D_CAT's solution](#)

1881.

249B

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

Rating: 2300 · first AC: 2017-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[RUSH_D_CAT's solution](#)

1882.

549B

[Lookserly Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[RUSH_D_CAT's solution](#)

1883.

838E

[Convex Countour](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2300 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[RUSH_D_CAT's solution](#)

1884.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[RUSH_D_CAT's solution](#)

1885.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2300 · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[RUSH_D_CAT's solution](#)

1886.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[RUSH_D_CAT's solution](#)

1887.

660E

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

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2016-04-19 · last AC: 2017-02-10 · MS C++ (first AC) · Tags: combinatorics, math

[RUSH_D_CAT's solution](#)

1888.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2016-11-26 · last AC: 2016-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[RUSH_D_CAT's solution](#)

1889.

715B

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

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[RUSH_D_CAT's solution](#)

1890.

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[RUSH_D_CAT's solution](#)

1891.

714E

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-09-16 · GNU C++ (first AC) · Tags: dp, flows, sortings

[RUSH_D_CAT's solution](#)

1892.

675E

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

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2016-05-16 · MS C++ (first AC) · Tags: data structures, dp, greedy

[RUSH_D_CAT's solution](#)

1893.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, number theory

[RUSH_D_CAT's solution](#)

1894.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[RUSH_D_CAT's solution](#)

1895.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[RUSH_D_CAT's solution](#)

1896.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[RUSH_D_CAT's solution](#)

1897.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[RUSH_D_CAT's solution](#)

1898.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[RUSH_D_CAT's solution](#)

1899.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[RUSH_D_CAT's solution](#)

1900.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-06 · last AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[RUSH_D_CAT's solution](#)

1901.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[RUSH_D_CAT's solution](#)

1902.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[RUSH_D_CAT's solution](#)

1903.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[RUSH_D_CAT's solution](#)

1904.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[RUSH_D_CAT's solution](#)

1905.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[RUSH_D_CAT's solution](#)

1906.

744C

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

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[RUSH_D_CAT's solution](#)

1907.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[RUSH_D_CAT's solution](#)

1908.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[RUSH_D_CAT's solution](#)

1909.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[RUSH_D_CAT's solution](#)

1910.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[RUSH_D_CAT's solution](#)

1911.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[RUSH_D_CAT's solution](#)

1912.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[RUSH_D_CAT's solution](#)

1913.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[RUSH_D_CAT's solution](#)**1914.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[RUSH_D_CAT's solution](#)**1915.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[RUSH_D_CAT's solution](#)**1916.**

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[RUSH_D_CAT's solution](#)**1917.**

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[RUSH_D_CAT's solution](#)**1918.**

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[RUSH_D_CAT's solution](#)**1919.**

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[RUSH_D_CAT's solution](#)**1920.**

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[RUSH_D_CAT's solution](#)**1921.**

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[RUSH_D_CAT's solution](#)**1922.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[RUSH_D_CAT's solution](#)

1923.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[RUSH_D_CAT's solution](#)

1924.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[RUSH_D_CAT's solution](#)

1925.

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[RUSH_D_CAT's solution](#)

1926.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[RUSH_D_CAT's solution](#)

1927.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[RUSH_D_CAT's solution](#)

1928.

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[RUSH_D_CAT's solution](#)

1929.

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[RUSH_D_CAT's solution](#)

1930.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[RUSH_D_CAT's solution](#)

1931.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

1932.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[RUSH_D_CAT's solution](#)

1933.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings
[RUSH_D_CAT's solution](#)

1934.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs
[RUSH_D_CAT's solution](#)

1935.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs
[RUSH_D_CAT's solution](#)

1936.

1252F

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

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees
[RUSH_D_CAT's solution](#)

1937.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[RUSH_D_CAT's solution](#)

1938.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[RUSH_D_CAT's solution](#)

1939.

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2400 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, graphs
[RUSH_D_CAT's solution](#)

1940.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[RUSH_D_CAT's solution](#)

1941.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-20 · last AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
[RUSH_D_CAT's solution](#)

1942.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2019-09-06 · last AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory
[RUSH_D_CAT's solution](#)

1943.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2018-02-18 · last AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[RUSH_D_CAT's solution](#)

1944.

1186F

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

Quality: 997 global accepts · Rating: 2400 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[RUSH_D_CAT's solution](#)

1945.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[RUSH_D_CAT's solution](#)

1946.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[RUSH_D_CAT's solution](#)

1947.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-17 · last AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[RUSH_D_CAT's solution](#)

1948.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[RUSH_D_CAT's solution](#)

1949.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[RUSH_D_CAT's solution](#)

1950.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[RUSH_D_CAT's solution](#)

1951.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 2400 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[RUSH_D_CAT's solution](#)

1952.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[RUSH_D_CAT's solution](#)

1953.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs
[RUSH_D_CAT's solution](#)

1954.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees
[RUSH_D_CAT's solution](#)

1955.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[RUSH_D_CAT's solution](#)

1956.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory
[RUSH_D_CAT's solution](#)

1957.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · last AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees
[RUSH_D_CAT's solution](#)

1958.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory
[RUSH_D_CAT's solution](#)

1959.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory
[RUSH_D_CAT's solution](#)

1960.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[RUSH_D_CAT's solution](#)

1961.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, string suffix structures, strings
[RUSH_D_CAT's solution](#)

1962.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures
[RUSH_D_CAT's solution](#)

1963.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp
[RUSH_D_CAT's solution](#)

1964.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[RUSH_D_CAT's solution](#)

1965.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, string suffix structures, strings

[RUSH_D_CAT's solution](#)

1966.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, trees

[RUSH_D_CAT's solution](#)

1967.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, sortings

[RUSH_D_CAT's solution](#)

1968.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: strings

[RUSH_D_CAT's solution](#)

1969.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[RUSH_D_CAT's solution](#)

1970.

1074D

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, hashing

[RUSH_D_CAT's solution](#)

1971.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[RUSH_D_CAT's solution](#)

1972.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2018-10-27 · last AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing

[RUSH_D_CAT's solution](#)

1973.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2018-10-22 · last AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[RUSH_D_CAT's solution](#)

1974.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2018-10-10 · last AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[RUSH_D_CAT's solution](#)

1975.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: hashing, number theory
[RUSH_D_CAT's solution](#)

1976.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees
[RUSH_D_CAT's solution](#)

1977.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees
[RUSH_D_CAT's solution](#)

1978.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees
[RUSH_D_CAT's solution](#)

1979.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: fft, geometry, number theory
[RUSH_D_CAT's solution](#)

1980.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2018-09-06 · last AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
[RUSH_D_CAT's solution](#)

1981.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[RUSH_D_CAT's solution](#)

1982.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, strings
[RUSH_D_CAT's solution](#)

1983.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry
[RUSH_D_CAT's solution](#)

1984.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2018-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings
[RUSH_D_CAT's solution](#)

1985.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[RUSH_D_CAT's solution](#)

1986.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[RUSH_D_CAT's solution](#)

1987.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[RUSH_D_CAT's solution](#)

1988.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[RUSH_D_CAT's solution](#)

1989.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-02-22 · last AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[RUSH_D_CAT's solution](#)

1990.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[RUSH_D_CAT's solution](#)

1991.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[RUSH_D_CAT's solution](#)

1992.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[RUSH_D_CAT's solution](#)

1993.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[RUSH_D_CAT's solution](#)

1994.

907E

[Party](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-12-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[RUSH_D_CAT's solution](#)

1995.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[RUSH_D_CAT's solution](#)

1996.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, probabilities

[RUSH_D_CAT's solution](#)

1997.

867E

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

Rating: 2400 · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[RUSH_D_CAT's solution](#)

1998.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[RUSH_D_CAT's solution](#)

1999.

582C

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

Quality: 796 global accepts · Rating: 2400 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[RUSH_D_CAT's solution](#)

2000.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[RUSH_D_CAT's solution](#)

2001.

676E

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

Quality: 942 global accepts · Rating: 2400 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

2002.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[RUSH_D_CAT's solution](#)

2003.

758F

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

Quality: 713 global accepts · Rating: 2400 · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[RUSH_D_CAT's solution](#)

2004.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2016-12-20 · GNU C++11 (first AC) · Tags: data structures, probabilities

[RUSH_D_CAT's solution](#)

2005.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2016-04-23 · MS C++ (first AC) · Tags: divide and conquer, dp, fft, math

[RUSH_D_CAT's solution](#)

2006.

2038F

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

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, fft, math,

sortings

[RUSH_D_CAT's solution](#)

2007.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[RUSH_D_CAT's solution](#)

2008.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[RUSH_D_CAT's solution](#)

2009.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[RUSH_D_CAT's solution](#)

2010.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-22 · last AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[RUSH_D_CAT's solution](#)

2011.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[RUSH_D_CAT's solution](#)

2012.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[RUSH_D_CAT's solution](#)

2013.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[RUSH_D_CAT's solution](#)

2014.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[RUSH_D_CAT's solution](#)

2015.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[RUSH_D_CAT's solution](#)

2016.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[RUSH_D_CAT's solution](#)

2017.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[RUSH_D_CAT's solution](#)

2018.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[RUSH_D_CAT's solution](#)

2019.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RUSH_D_CAT's solution](#)

2020.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[RUSH_D_CAT's solution](#)

2021.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[RUSH_D_CAT's solution](#)

2022.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[RUSH_D_CAT's solution](#)

2023.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[RUSH_D_CAT's solution](#)

2024.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[RUSH_D_CAT's solution](#)

2025.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[RUSH_D_CAT's solution](#)

2026.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[RUSH_D_CAT's solution](#)

2027.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[RUSH_D_CAT's solution](#)

2028.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[RUSH_D_CAT's solution](#)

2029.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[RUSH_D_CAT's solution](#)

2030.

1398F

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

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[RUSH_D_CAT's solution](#)

2031.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[RUSH_D_CAT's solution](#)

2032.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[RUSH_D_CAT's solution](#)

2033.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[RUSH_D_CAT's solution](#)

2034.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[RUSH_D_CAT's solution](#)

2035.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[RUSH_D_CAT's solution](#)

2036.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[RUSH_D_CAT's solution](#)

2037.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[RUSH_D_CAT's solution](#)

2038.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[RUSH_D_CAT's solution](#)

2039.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[RUSH_D_CAT's solution](#)

2040.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: games, two pointers

[RUSH_D_CAT's solution](#)

2041.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · last AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[RUSH_D_CAT's solution](#)

2042.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[RUSH_D_CAT's solution](#)

2043.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[RUSH_D_CAT's solution](#)

2044.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[RUSH_D_CAT's solution](#)

2045.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[RUSH_D_CAT's solution](#)

2046.

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

[RUSH_D_CAT's solution](#)

2047.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[RUSH_D_CAT's solution](#)

2048.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[RUSH_D_CAT's solution](#)

2049.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft

[RUSH_D_CAT's solution](#)

2050.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft

[RUSH_D_CAT's solution](#)

2051.

1221E

[Game With String](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

2052.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math, sortings

[RUSH_D_CAT's solution](#)

2053.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[RUSH_D_CAT's solution](#)

2054.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[RUSH_D_CAT's solution](#)

2055.

1186E

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, implementation, math

[RUSH_D_CAT's solution](#)

2056.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[RUSH_D_CAT's solution](#)

2057.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[RUSH_D_CAT's solution](#)

2058.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[RUSH_D_CAT's solution](#)

2059.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[RUSH_D_CAT's solution](#)

2060.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[RUSH_D_CAT's solution](#)

2061.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[RUSH_D_CAT's solution](#)

2062.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[RUSH_D_CAT's solution](#)

2063.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[RUSH_D_CAT's solution](#)

2064.

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[RUSH_D_CAT's solution](#)

2065.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[RUSH_D_CAT's solution](#)

2066.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp,

graphs, trees

[RUSH_D_CAT's solution](#)

2067.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[RUSH_D_CAT's solution](#)

2068.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive

[RUSH_D_CAT's solution](#)

2069.

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[RUSH_D_CAT's solution](#)

2070.

1086D

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

Rating: 2500 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[RUSH_D_CAT's solution](#)

2071.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[RUSH_D_CAT's solution](#)

2072.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math

[RUSH_D_CAT's solution](#)

2073.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[RUSH_D_CAT's solution](#)

2074.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 2500 · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[RUSH_D_CAT's solution](#)

2075.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[RUSH_D_CAT's solution](#)

2076.

1065F

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

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[RUSH_D_CAT's solution](#)

2077.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[RUSH_D_CAT's solution](#)

2078.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[RUSH_D_CAT's solution](#)

2079.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[RUSH_D_CAT's solution](#)

2080.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[RUSH_D_CAT's solution](#)

2081.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[RUSH_D_CAT's solution](#)

2082.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[RUSH_D_CAT's solution](#)

2083.

963D

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

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2018-04-20 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[RUSH_D_CAT's solution](#)

2084.

712E

[Memory and Casinos](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2018-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, probabilities

[RUSH_D_CAT's solution](#)

2085.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2018-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2086.

948E

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[RUSH_D_CAT's solution](#)

2087.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms,

implementation, strings

[RUSH_D_CAT's solution](#)

2088.

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[RUSH_D_CAT's solution](#)

2089.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[RUSH_D_CAT's solution](#)

2090.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[RUSH_D_CAT's solution](#)

2091.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[RUSH_D_CAT's solution](#)

2092.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[RUSH_D_CAT's solution](#)

2093.

504C

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

Rating: 2500 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[RUSH_D_CAT's solution](#)

2094.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[RUSH_D_CAT's solution](#)

2095.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2017-02-22 · last AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[RUSH_D_CAT's solution](#)

2096.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[RUSH_D_CAT's solution](#)

2097.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RUSH_D_CAT's solution](#)

2098.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[RUSH_D_CAT's solution](#)

2099.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[RUSH_D_CAT's solution](#)

2100.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[RUSH_D_CAT's solution](#)

2101.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-07 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[RUSH_D_CAT's solution](#)

2102.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[RUSH_D_CAT's solution](#)

2103.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-12 · last AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[RUSH_D_CAT's solution](#)

2104.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, number theory

[RUSH_D_CAT's solution](#)

2105.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[RUSH_D_CAT's solution](#)

2106.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[RUSH_D_CAT's solution](#)

2107.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RUSH_D_CAT's solution](#)

2108.

1437F

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

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[RUSH_D_CAT's solution](#)

2109.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[RUSH_D_CAT's solution](#)

2110.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, fft, math, number theory

[RUSH_D_CAT's solution](#)

2111.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[RUSH_D_CAT's solution](#)

2112.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[RUSH_D_CAT's solution](#)

2113.

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[RUSH_D_CAT's solution](#)

2114.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[RUSH_D_CAT's solution](#)

2115.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[RUSH_D_CAT's solution](#)

2116.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 969 global accepts · Rating: 2600 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[RUSH_D_CAT's solution](#)

2117.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[RUSH_D_CAT's solution](#)

2118.

763C

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

Quality: 781 global accepts · Rating: 2600 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[RUSH_D_CAT's solution](#)

2119.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[RUSH_D_CAT's solution](#)

2120.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[RUSH_D_CAT's solution](#)

2121.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[RUSH_D_CAT's solution](#)

2122.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[RUSH_D_CAT's solution](#)

2123.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[RUSH_D_CAT's solution](#)

2124.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[RUSH_D_CAT's solution](#)

2125.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[RUSH_D_CAT's solution](#)

2126.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[RUSH_D_CAT's solution](#)

2127.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[RUSH_D_CAT's solution](#)

2128.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[RUSH_D_CAT's solution](#)

2129.

1185G2

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

Quality: 919 global accepts · Rating: 2600 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[RUSH_D_CAT's solution](#)

2130.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[RUSH_D_CAT's solution](#)

2131.

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2600 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[RUSH_D_CAT's solution](#)

2132.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[RUSH_D_CAT's solution](#)

2133.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[RUSH_D_CAT's solution](#)

2134.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[RUSH_D_CAT's solution](#)

2135.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[RUSH_D_CAT's solution](#)

2136.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: strings

[RUSH_D_CAT's solution](#)

2137.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[RUSH_D_CAT's solution](#)

2138.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[RUSH_D_CAT's solution](#)

2139.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[RUSH_D_CAT's solution](#)

2140.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[RUSH_D_CAT's solution](#)

2141.

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[RUSH_D_CAT's solution](#)

2142.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2018-05-25 · last AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[RUSH_D_CAT's solution](#)

2143.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, trees

[RUSH_D_CAT's solution](#)

2144.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[RUSH_D_CAT's solution](#)

2145.

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2018-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[RUSH_D_CAT's solution](#)

2146.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2018-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing

[RUSH_D_CAT's solution](#)

2147.

963C

[Cutting Rectangle](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2600 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[RUSH_D_CAT's solution](#)

2148.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[RUSH_D_CAT's solution](#)

2149.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[RUSH_D_CAT's solution](#)

2150.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[RUSH_D_CAT's solution](#)

2151.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2017-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows

[RUSH_D_CAT's solution](#)

2152.

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2016-06-28 · last AC: 2017-02-06 · GNU C++ (first AC) · Tags: geometry, two pointers

[RUSH_D_CAT's solution](#)

2153.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[RUSH_D_CAT's solution](#)

2154.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-20 · last AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[RUSH_D_CAT's solution](#)

2155.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[RUSH_D_CAT's solution](#)

2156.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[RUSH_D_CAT's solution](#)

2157.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[RUSH_D_CAT's solution](#)

2158.

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-28 · last AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[RUSH_D_CAT's solution](#)

2159.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[RUSH_D_CAT's solution](#)

2160.

1514E

[Baby Ehab's Hyper Apartment](#) · Tutorial

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[RUSH_D_CAT's solution](#)

2161.

1487G

[String Counting](#) · Tutorial

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[RUSH_D_CAT's solution](#)

2162.

1473F

[Strange Set](#) · Tutorial

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: flows, math

[RUSH_D_CAT's solution](#)

2163.

1464E

[No Game No Life](#) · Tutorial

Rating: 2700 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[RUSH_D_CAT's solution](#)

2164.

1450E

[Capitalism](#) · Tutorial

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[RUSH_D_CAT's solution](#)

2165.

1451F

[Nullify The Matrix](#) · Tutorial

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[RUSH_D_CAT's solution](#)

2166.

1421E

[Swedish Heroes](#) · Tutorial

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[RUSH_D_CAT's solution](#)

2167.

1370F2

[The Hidden Pair \(Hard Version\)](#) · Tutorial

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[RUSH_D_CAT's solution](#)

2168.

1366G

[Construct the String](#) · Tutorial

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings

[RUSH_D_CAT's solution](#)

2169.

1344D

[Résumé Review](#) · Tutorial

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[RUSH_D_CAT's solution](#)

2170.

1338D

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

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[RUSH_D_CAT's solution](#)

2171.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[RUSH_D_CAT's solution](#)

2172.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[RUSH_D_CAT's solution](#)

2173.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[RUSH_D_CAT's solution](#)

2174.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[RUSH_D_CAT's solution](#)

2175.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[RUSH_D_CAT's solution](#)

2176.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[RUSH_D_CAT's solution](#)

2177.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat

[RUSH_D_CAT's solution](#)

2178.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[RUSH_D_CAT's solution](#)

2179.

482D

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

Quality: 595 global accepts · Rating: 2700 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[RUSH_D_CAT's solution](#)

2180.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[RUSH_D_CAT's solution](#)

2181.

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[RUSH_D_CAT's solution](#)

2182.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2019-06-08 · last AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry
[RUSH_D_CAT's solution](#)

2183.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs
[RUSH_D_CAT's solution](#)

2184.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees
[RUSH_D_CAT's solution](#)

2185.

1137E

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[RUSH_D_CAT's solution](#)

2186.

1109E

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

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory
[RUSH_D_CAT's solution](#)

2187.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[RUSH_D_CAT's solution](#)

2188.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings
[RUSH_D_CAT's solution](#)

2189.

524F

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

Quality: 594 global accepts · Rating: 2700 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings
[RUSH_D_CAT's solution](#)

2190.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2018-12-11 · last AC: 2018-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[RUSH_D_CAT's solution](#)

2191.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[RUSH_D_CAT's solution](#)

2192.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[RUSH_D_CAT's solution](#)

2193.

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[RUSH_D_CAT's solution](#)

2194.

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[RUSH_D_CAT's solution](#)

2195.

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[RUSH_D_CAT's solution](#)

2196.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[RUSH_D_CAT's solution](#)

2197.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[RUSH_D_CAT's solution](#)

2198.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[RUSH_D_CAT's solution](#)

2199.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

2200.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[RUSH_D_CAT's solution](#)

2201.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2017-12-25 · last AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[RUSH_D_CAT's solution](#)

2202.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[RUSH_D_CAT's solution](#)

2203.

249D

[Donkey and Stars](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, math, sortings

[RUSH_D_CAT's solution](#)

2204.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2017-08-14 · last AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[RUSH_D_CAT's solution](#)

2205.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[RUSH_D_CAT's solution](#)

2206.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[RUSH_D_CAT's solution](#)

2207.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive

[RUSH_D_CAT's solution](#)

2208.

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[RUSH_D_CAT's solution](#)

2209.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[RUSH_D_CAT's solution](#)

2210.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,916 global accepts · Rating: 2800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[RUSH_D_CAT's solution](#)

2211.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[RUSH_D_CAT's solution](#)

2212.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation

[RUSH_D_CAT's solution](#)

2213.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[RUSH_D_CAT's solution](#)

2214.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[RUSH_D_CAT's solution](#)

2215.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[RUSH_D_CAT's solution](#)

2216.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, probabilities

[RUSH_D_CAT's solution](#)

2217.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[RUSH_D_CAT's solution](#)

2218.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[RUSH_D_CAT's solution](#)

2219.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, probabilities

[RUSH_D_CAT's solution](#)

2220.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[RUSH_D_CAT's solution](#)

2221.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2018-12-04 · last AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[RUSH_D_CAT's solution](#)

2222.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[RUSH_D_CAT's solution](#)

2223.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[RUSH_D_CAT's solution](#)

2224.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[RUSH_D_CAT's solution](#)

2225.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, math, trees

[RUSH_D_CAT's solution](#)

2226.

1071D

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

Rating: 2800 · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math

[RUSH_D_CAT's solution](#)

2227.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2018-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[RUSH_D_CAT's solution](#)

2228.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, math

[RUSH_D_CAT's solution](#)

2229.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[RUSH_D_CAT's solution](#)

2230.

493E

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

Quality: 517 global accepts · Rating: 2800 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

2231.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, trees

[RUSH_D_CAT's solution](#)

2232.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-06-27 · last AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[RUSH_D_CAT's solution](#)

2233.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees
[RUSH_D_CAT's solution](#)

2234.

1479D

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

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-03-27 · last AC: 2021-03-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees
[RUSH_D_CAT's solution](#)

2235.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2021-02-15 · PyPy 2 (first AC) · Tags: dp, greedy, shortest paths
[RUSH_D_CAT's solution](#)

2236.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math
[RUSH_D_CAT's solution](#)

2237.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[RUSH_D_CAT's solution](#)

2238.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths
[RUSH_D_CAT's solution](#)

2239.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[RUSH_D_CAT's solution](#)

2240.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, number theory
[RUSH_D_CAT's solution](#)

2241.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle
[RUSH_D_CAT's solution](#)

2242.

1201E1

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

Quality: 146 global accepts · Rating: 2900 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive, shortest paths
[RUSH_D_CAT's solution](#)

2243.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities
[RUSH_D_CAT's solution](#)

2244.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs
[RUSH_D_CAT's solution](#)

2245.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[RUSH_D_CAT's solution](#)

2246.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2900 · first AC: 2018-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[RUSH_D_CAT's solution](#)

2247.

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[RUSH_D_CAT's solution](#)

2248.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math
[RUSH_D_CAT's solution](#)

2249.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[RUSH_D_CAT's solution](#)

2250.

889D

[Symmetric Projections](#) · [Tutorial](#)

Rating: 2900 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[RUSH_D_CAT's solution](#)

2251.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2017-09-29 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings
[RUSH_D_CAT's solution](#)

2252.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: dp, flows, greedy
[RUSH_D_CAT's solution](#)

2253.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[RUSH_D_CAT's solution](#)

2254.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[RUSH_D_CAT's solution](#)

2255.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[RUSH_D_CAT's solution](#)

2256.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 3000 · first AC: 2019-02-27 · last AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[RUSH_D_CAT's solution](#)

2257.

372E

[Drawing Circles is Fun](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry

[RUSH_D_CAT's solution](#)

2258.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-14 · last AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[RUSH_D_CAT's solution](#)

2259.

1459F

[Flip and Reverse](#) · [Tutorial](#)

Rating: 3100 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[RUSH_D_CAT's solution](#)

2260.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft

[RUSH_D_CAT's solution](#)

2261.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[RUSH_D_CAT's solution](#)

2262.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2018-04-17 · last AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[RUSH_D_CAT's solution](#)

2263.

1190E

[Tokitsukaze and Explosion](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 3100 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[RUSH_D_CAT's solution](#)

2264.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[RUSH_D_CAT's solution](#)

2265.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2020-11-27 · last AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry

[RUSH_D_CAT's solution](#)

2266.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[RUSH_D_CAT's solution](#)

2267.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: games

[RUSH_D_CAT's solution](#)

2268.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, graphs, math, probabilities

[RUSH_D_CAT's solution](#)

2269.

1056H

[Detect Robots](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 3200 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[RUSH_D_CAT's solution](#)

2270.

1392I

[Kevin and Grid](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3300 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: fft, graphs, math

[RUSH_D_CAT's solution](#)

2271.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[RUSH_D_CAT's solution](#)

2272.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[RUSH_D_CAT's solution](#)

2273.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2274.

104172L

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

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2275.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2276.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2277.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2278.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2279.

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2280.

105385M

[Palindromic Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2281.

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2282.

105385J

[Colorful Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2283.

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2284.

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2285.

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2286.

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2287.

104787D

[Yet Another Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2288.

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2289.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2290.

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2291.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2292.

105137D

[Good String Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2293.

105137E

[Good Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2294.

105137C

[Good Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2295.

105137B

[Good String](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2296.

105137A

[Good Target](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2297.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, strings

[RUSH_D_CAT's solution](#)

2298.

1662L

[Il Derby della Madonna](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[RUSH_D_CAT's solution](#)

2299.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · PyPy 3 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[RUSH_D_CAT's solution](#)

2300.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · PyPy 3 (first AC) · Tags: brute force, implementation, sortings

[RUSH_D_CAT's solution](#)

2301.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[RUSH_D_CAT's solution](#)

2302.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · PyPy 3 (first AC) · Tags: constructive algorithms

[RUSH_D_CAT's solution](#)

2303.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · PyPy 3 (first AC) · Tags: brute force, math

[RUSH_D_CAT's solution](#)

2304.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · PyPy 3 (first AC) · Tags: brute force, implementation

[RUSH_D_CAT's solution](#)

2305.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, trees

[RUSH_D_CAT's solution](#)

2306.

103261L

[Not Our Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2307.

103261C

[StalinSort Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2308.

103261H

[Greedy Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2309.

103261E

[Binary Search Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2310.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2311.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2312.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2313.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2314.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2315.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2316.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2317.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2318.

102482K

[Wireless is the New Fiber](#) · Tutorial

Rating: — · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2319.

102482B

[Comma Sprinkler](#) · Tutorial

Rating: — · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2320.

102482F

[Go with the Flow](#) · Tutorial

Rating: — · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2321.

102482A

[Catch the Plane](#) · Tutorial

Rating: — · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2322.

101471G

[Replicate Replicate Rfplichte](#) · Tutorial

Rating: — · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2323.

101471F

[Posterize](#) · Tutorial

Rating: — · first AC: 2021-08-22 · last AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2324.

101471K

[Tarot Sham Boast](#) · Tutorial

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2325.

101471D

[Money for Nothing](#) · Tutorial

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2326.

101471C

[Mission Improbable](#) · Tutorial

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2327.

101471I

[Secret Chamber at Mount Rushmore](#) · Tutorial

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2328.

101471E

[Need for Speed](#) · Tutorial

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2329.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2330.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2331.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2332.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2333.

101242B

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

Rating: — · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2334.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2335.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2336.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2337.

103117F

[Direction Setting](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2338.

103117H

[Nihongo wa Muzukashii Desu](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2339.

103117L

[Spicy Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2340.

103117D

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

Rating: — · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2341.

103117B

[Hotpot](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2342.

103117M

[True Story](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2343.

103117A

[Chuanpai](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2344.

103117K

[K-skip Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2345.

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2346.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2347.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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2348.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: —

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2349.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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2350.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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2351.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2352.

103202F

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

Rating: — · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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2353.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2354.

102994A

[Everyone Loves Playing Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · last AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2355.

102994J

[Gaokao](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2356.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2357.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2358.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2359.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2360.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2361.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2362.

103119L

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

Rating: — · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2363.

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2364.

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2365.

103098F

[Friendship Circles](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2366.

103098E

[Even Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2367.

103098L

[Long Grid Covering](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2368.

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2369.

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2370.

102586L

[Yosupo's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2371.

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2372.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2373.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2374.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2375.

103055G

[Wall Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2376.

103055F

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

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2377.

103055I

[Grammy and Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2378.

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2379.

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2380.

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2381.

103055L

[String Freshman](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2382.

103055A

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

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2383.

102341K

[Kecleon](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2384.

102341G

[Gurdurr](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2385.

102341H

[Hypno](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2386.

102341J

[Jigglypuff](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2387.

102341A

[Alakazam](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2388.

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2389.

102916F

[Exactly One Point](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2390.

102916J

[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2391.

102916M

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2392.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2393.

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2394.

102916G

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

Rating: — · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2395.

102956K

[Bookcase Solidity United](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2396.

102956B

[Beautiful Sequence Unraveling](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2397.

102978H

[Harsh Comments](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2398.

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2399.

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2400.

102956E

[Brief Statements Union](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

2401.

102956D

[Bank Security Unification](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

2402.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

2403.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

2404.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

2405.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

2406.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

2407.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

2408.

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2409.

102835I

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

Rating: — · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2410.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2411.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2412.

102835G

[Graph Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2413.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2414.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2415.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2416.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2417.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2418.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2419.

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2420.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2421.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2422.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2423.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2424.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2425.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2426.

102759G

[LCS 8](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2427.

102759A

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

Rating: — · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2428.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2429.

102759J

[Remote Control](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

2430.

102759H

[Alchemy](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

2431.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2432.

102860L

[Magnets](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2433.

102860J

[Boring Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2434.

102860F

[String Art](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2435.

102860E

[Flag with Stars](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2436.

102860G

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2437.

102860D

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2438.

102860B

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

Rating: — · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2439.

102860I

[Walk of Three](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2440.

102860A

[Jumping Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2441.

102860C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2442.

102860K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2443.

102893K

[New Level](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2444.

102893E

[Prank at IKEA](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2445.

102893L

[The Firm Knapsack Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2446.

102893I

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

Rating: — · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2447.

102893C

[Check Markers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2448.

102893B

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2449.

102893J

[Straight](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2450.

102893D

[Multiple Subject Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2451.

102893F

[SMS from MCHS](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2452.

102893A

[Bank Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2453.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2454.

102896G

[Geometrical Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2455.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2456.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2457.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2458.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2459.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2460.

102878C

[Simple AniPop](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

2461.

102878M

[Camouflage](#) · [Tutorial](#)

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

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2462.

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2463.

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2464.

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2465.

102878L

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2466.

102878I

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2467.

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[Nim plus](#) · [Tutorial](#)

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2468.

102878A

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2469.

102823B

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2470.

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2471.

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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2472.

102823G

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2473.

102823H

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Rating: — · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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2474.

102770F

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2475.

102770H

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2476.

102770C

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2477.

102770G

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2478.

102770E

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2479.

102770B

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2480.

102770A

[AD 2020](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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2481.

102770I

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2482.

102770K

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2483.

102801A

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Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2484.

102801L

[PepperLa's Express](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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2485.

102801B

[Team](#) · [Tutorial](#)

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2486.

102801E

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[RUSH_D_CAT's solution](#)

2487.

102801H

[PepperLa's String](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2488.

102801D

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2489.

102801I

[PepperLa's Cram School](#) · [Tutorial](#)

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[RUSH_D_CAT's solution](#)

2490.

102801K

[PepperLa's Boast](#) · [Tutorial](#)

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2491.

102801G

[Halli Galli](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2492.

102801C

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2493.

102801J

[Color the blocks](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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2494.

102800J

[Situation](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2495.

102800I

[World Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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2496.

102800F

[Queue](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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2497.

102800D

[Trie](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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2498.

102800M

[Warmup:Upanishad](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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2499.

102800E

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Rating: — · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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2500.

102800A

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2501.

102800C

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2502.

102800G

[Matrix](#) · [Tutorial](#)

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2503.

102800H

[Curious](#) · [Tutorial](#)

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2504.

102800L

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2505.

102800B

[Problem Select](#) · [Tutorial](#)

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2506.

102700D

[Dice](#) · [Tutorial](#)

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2507.

102700F

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

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2508.

102700L

[Lonely day](#) · [Tutorial](#)

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[RUSH_D_CAT's solution](#)

2509.

102700G

[Great dinner](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

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2510.

102700E

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

Rating: — · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

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2511.

102700M

[Magic spells](#) · [Tutorial](#)

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2512.

102700K

[Katastrophic sort](#) · [Tutorial](#)

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2513.

102700A

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2514.

102566D

[Government](#) · [Tutorial](#)

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2515.

102566H

[Pussycat](#) · [Tutorial](#)

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

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2516.

102566E

[KFC](#) · [Tutorial](#)

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

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2517.

102566I

[Fast Race](#) · [Tutorial](#)

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2518.

102566C

[Emojis](#) · [Tutorial](#)

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[RUSH_D_CAT's solution](#)

2519.

102566A

[Beggars](#) · [Tutorial](#)

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

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2520.

102566F

[Magic Wand](#) · [Tutorial](#)

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2521.

102623F

[Fake Algorithm](#) · [Tutorial](#)

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2522.

102623M

[MITE](#) · [Tutorial](#)

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2523.

102623G

[Gentle Jena](#) · [Tutorial](#)

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2524.

102623E

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2525.

102623H

[Hay Mower](#) · [Tutorial](#)

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2526.

102623L

[Lottery Tickets](#) · [Tutorial](#)

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2527.

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[Cheat Sheet](#) · [Tutorial](#)

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[RUSH_D_CAT's solution](#)

2528.

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2529.

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2530.

102623B

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[RUSH_D_CAT's solution](#)

2531.

102606B

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2532.

102606H

[Heat Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2533.

102606F

[Find / -type f -or -type d](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2534.

102606C

[Coronavirus Battle](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2535.

102606E

[Even Degree](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2536.

102606D

[Decay of Signals](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2537.

102606I

[Idiotic Suffix Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2538.

102606A

[Amateur Chess Players](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2539.

100959H

[Random Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · last AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2540.

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2541.

102433C

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

Rating: — · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2542.

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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2543.

102441C

[Partial Sums](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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2544.

102441I

[Cutting](#) · [Tutorial](#)

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2545.

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[Template for Search](#) · [Tutorial](#)

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2546.

102441D

[Lis on Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2547.

102441F

[Random XOR](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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2548.

102441H

[Not A + B](#) · [Tutorial](#)

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2549.

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2550.

102439L

[The only winner](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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2551.

102439J

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2552.

102439G

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Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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2553.

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[Varvara and matrix](#) · [Tutorial](#)

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2554.

102439E

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2555.

102439K

[Innovations](#) · [Tutorial](#)

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2556.

102439A

[Four minutes until BSUIR Open](#) · [Tutorial](#)

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2557.

102439H

[Nonfibonacci numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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2558.

102439F

[Prime or number](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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2559.

102569E

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2560.

102569B

[Bonuses on a Line](#) · [Tutorial](#)

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2561.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-06 · last AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2562.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-06 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2563.

102483J

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Rating: — · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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2564.

102483E

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Rating: — · first AC: 2020-04-06 · GNU C++11 (first AC) · Tags: —

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2565.

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Rating: — · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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2566.

102483H

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Rating: — · first AC: 2020-04-06 · last AC: 2020-04-06 · GNU C++11 (first AC) · Tags: —

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2568.

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2569.

102500K

[Kitesurfing](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

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2570.

102500D

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2571.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: —

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2572.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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2573.

102500A

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Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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2574.

102500C

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Rating: — · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2575.

102500G

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2576.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2577.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2578.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2579.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2580.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2581.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2582.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2583.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2584.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2585.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2586.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2587.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2588.

102448C

[Call from Mendes](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2589.

102448J

[Jingle Bells](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2590.

102448F

[Finally, christmas!](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2591.

102448H

[Hellcife is on fire](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2592.

102448D

[Drinking to turn red](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2593.

102448I

[Ivan and the swimming pool](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2594.

102448G

[Gorgeous Peter's Great Friend](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2595.

102448B

[Beza's Hangover](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2596.

102448K

[Kongey Donk](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2597.

102448E

[Everybody loves acai](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2598.

102448A

[Accept or Reject](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2599.

undefined183

[Painting the balls](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: *special

[RUSH_D_CAT's solution](#)

2600.

undefined502

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

Rating: — · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: *special

[RUSH_D_CAT's solution](#)

2601.

undefined154

[Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: *special

[RUSH_D_CAT's solution](#)

2602.

undefined231

[Prime Sum](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2603.

undefined499

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

Rating: — · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: *special

[RUSH_D_CAT's solution](#)

2604.

undefined105

[Div 3 · Tutorial](#)

Rating: — · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: *special

[RUSH_D_CAT's solution](#)

2605.

undefined123

[The sum · Tutorial](#)

Rating: — · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: *special

[RUSH_D_CAT's solution](#)

2606.

102460M

[DivModulo · Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2607.

102460L

[Largest Quadrilateral · Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2608.

102460E

[The League of Sequence Designers · Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2609.

102460A

[Rush Hour Puzzle · Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2610.

102460J

[Automatic Control Machine · Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2611.

102460H

[Mining a · Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2612.

102460K

[Length of Bundle Rope · Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2613.

102460D

[Tapioka · Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2614.

102460C

[Are They All Integers? · Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2615.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

2616.

102452C

[Constructing Ranches](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

2617.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

2618.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

2619.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

2620.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

2621.

100499H

[CCTV](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

2622.

100499E

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

2623.

100499I

[Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

2624.

100499J

[Healthy Recipes](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

2625.

100499B

[K smallest numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

2626.

100499A

[Cool number](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2627.

100499G

[Visual Illusion](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2628.

100499D

[Pairwise Coprime Set](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2629.

102443G

[Too Many Hyphens](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2630.

102443L

[Time Travel](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2631.

102443C

[Fermat's Last Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · Java 11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2632.

102443K

[RotationAlmostSort](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2633.

102443D

[Guess the Path](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2634.

102443B

[Blocking the View](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2635.

102443H

[Planet Nine](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2636.

102443I

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2637.

102443F

[Isosceles triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2638.

102443A

[Attractive Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2639.

102423K

[Windmill Pivot](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2640.

102423A

[Carryless Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2641.

102423E

[Fixed Point Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2642.

102423I

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2643.

102423J

[One of Each](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2644.

102423D

[Swap Free](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

2645.

102423H

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

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2646.

102299J

[MasterCodeChef Russia](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2647.

102299C

[Crystal Matryoshkas](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2648.

102299G

[Hunting Ieshys](#) · Tutorial

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2649.

102299I

[Sobytiynyy Proyekt Casino](#) · Tutorial

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2650.

102299H

[Course recommendation](#) · Tutorial

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2651.

102299A

[Kolkhozy](#) · Tutorial

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2652.

102299K

[Poor Folk](#) · Tutorial

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2653.

102299F

[Forbechenko v Rodvsky](#) · Tutorial

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2654.

102409D

[Lottery Ticket](#) · Tutorial

Rating: — · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2655.

102409G

[Ironical Solution 2](#) · Tutorial

Rating: — · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2656.

102409H

[Maximizing Coins](#) · Tutorial

Rating: — · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2657.

102409E

[Googles wants to maximize](#) · Tutorial

Rating: — · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2658.

102409J

[Best division](#) · Tutorial

Rating: — · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2659.

102409I

[Thanos's snap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2660.

102409F

[Ironical Solution 1](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2661.

102409C

[Xor in Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2662.

102409B

[Xor Sums](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2663.

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2664.

102394C

[Competition in Swiss-system](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2665.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2666.

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2667.

102394I

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

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2668.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2669.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2670.

102394J

[Justifying the Conjecture](#) · Tutorial

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2671.

102411K

[King's Children](#) · Tutorial

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2672.

102411B

[Bad Treap](#) · Tutorial

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2673.

102411H

[High Load Database](#) · Tutorial

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2674.

102411J

[Just the Last Digit](#) · Tutorial

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2675.

102411I

[Ideal Pyramid](#) · Tutorial

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2676.

102411E

[Equidistant](#) · Tutorial

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2677.

102411M

[Managing Difficulties](#) · Tutorial

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2678.

102411A

[Accurate Movement](#) · Tutorial

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2679.

102392E

[Life Transfer](#) · Tutorial

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2680.

102392B

[Level Up](#) · Tutorial

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2681.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2682.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2683.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2684.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2685.

102396K

[Preparing Tests](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2686.

102396J

[Superpermutations](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2687.

102396C

[Jet Trains](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2688.

102396G

[Weight Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2689.

102396F

[Metro 2345](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2690.

102396E

[Unique Solution](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2691.

102396I

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2692.

102396H

[Checking Answers to Test](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

2693.

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

2694.

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

2695.

102307F

[Fraction Formula](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

2696.

102307H

[Hardest Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

2697.

102307A

[Amazon](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

2698.

102307J

[Jail Destruction](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

2699.

102307E

[Extreme Image](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

2700.

102307L

[Liquid X](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

2701.

102307G

[Graduation](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

2702.

102307D

[Do Not Try This Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

2703.

102307C

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

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2704.

102307K

[Kernel Of Love](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2705.

102307B

[Boring Non-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2706.

102307I

[Integer Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2707.

102365H

[Ancient Wisdom](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2708.

102365E

[Exciting Acts](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2709.

102365C

[Unjob Search](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2710.

102365B

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

Rating: — · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2711.

102365A

[Abnormal Words](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2712.

100512B

[Betting Fast](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2713.

100512J

[Journey Planner](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2714.

100512G

[Grand Tour](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2715.

100512F

[Funny Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2716.

100512D

[Dynamic LCA](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2717.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2718.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2719.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2720.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2721.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2722.

101173A

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

Rating: — · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2723.

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2724.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2725.

101161D

[Find C](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

2726.

101161H

[Witcher Potion](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

2727.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-17 · PyPy 3 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2728.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2729.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2730.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2731.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2732.

101161I

[Sky Tax](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

2733.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2734.

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2735.

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2736.

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2737.

102155G

[Piecewise Linearity](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2738.

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2739.

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2740.

100958C

[Clique Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2741.

100958A

[Manhattan](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2742.

100548H

[The Problem to Make You Happy](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-04 · last AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2743.

101190G

[Game on Graph](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2744.

102174L

[eAÜlvja NI](#)

Rating: — · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2745.

102174G

[y^W#vJcF2!•Pc¥w@b Ni](#)

Rating: — · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2746.

102174I

[Qú~Ü pauÜlvja, epep™](#)

Rating: — · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2747.

102174J

[Tutorial](#)

Rating: — · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2748.

102174B

[Tutorial](#)

Rating: — · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2749.

102174D

[Tutorial](#)

Rating: — · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2750.

102174H

[Tutorial: ep. 0Y^A](#)

Rating: — · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2751.

102174C

[Tutorial](#)

Rating: — · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2752.

102174E

[Sagt Nari Säv, tö\[P](#)

Rating: — · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2753.

102174A

[Series](#)

Rating: — · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2754.

102174F

[Tutorial](#)

Rating: — · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2755.

102174K

[Tutorial](#)

Rating: — · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2756.

101177J

[Just Terraffic! - Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2757.

101177B

[Balloon Warehouse - Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2758.

101177D

[Dendroctonus](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2759.

101177E

[Election Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2760.

101177I

[Intuidiff II](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2761.

101177K

[Kiwis vs Kangaroos](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2762.

101177A

[Anticlockwise Motion](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2763.

101002K

[YATP](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2764.

101237A

[MEX-Query](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2765.

101237E

[Another Short Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2766.

101237F

[Just Another Sequence Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2767.

101237D

[Short Enough Task](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2768.

102133A

[Tree Orientation](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2769.

102133F

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

Rating: — · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2770.

102133C

[Auction](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2771.

102133G

[Moore's Law](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2772.

102133B

[A Masterpiece](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2773.

102133I

[Number builder](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2774.

100534J

[Bimetallic coins](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2775.

100534I

[Coin Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2776.

100534H

[Dreams Were Important Too!](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2777.

100534D

[Coin Table](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2778.

100534C

[Coin Graph](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2779.

100534B

[Fake Coins](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2780.

100534G

[Coin Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2781.

100534A

[Abnormal Coins](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2782.

100540F

[File Retrieval](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2783.

100540B

[Ball Stacking](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2784.

100540H

[Hedge Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2785.

100540I

[In Braille](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2786.

100540K

[Kings Poker](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2787.

100540A

[Army buddies](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2788.

100540D

[Diccionario Portunol](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2789.

100540C

[Candys Candy](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2790.

100540J

[Jupiter Attacks!](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2791.

102055K

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

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

[RUSH_D_CAT's solution](#)

2792.

102055I

[Cockroaches](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

2793.

102055B

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

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

[RUSH_D_CAT's solution](#)

2794.

102055L

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

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

[RUSH_D_CAT's solution](#)

2795.

102055G

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

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

[RUSH_D_CAT's solution](#)

2796.

102055A

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

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

[RUSH_D_CAT's solution](#)

2797.

101002G

[Symmetry](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2798.

101002D

[Programming Team](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2799.

101002C

[Greetings!](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2800.

101002F

[Mountain Scenes](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2801.

101002E

[K-Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2802.

101002I

[Tourists](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2803.

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

2804.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2805.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2806.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2807.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2808.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2809.

102082K

[Sixth Sense](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

2810.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

2811.

102082D

[Shortest Common Non-Subsequence](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

2812.

102082B

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

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

[RUSH_D_CAT's solution](#)

2813.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-03 · Python 3 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2814.

101962I

[Colonial Mansions](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2815.

101962H

[All-In](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2816.

101962F

[Renanzinho and His Toys](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2817.

101962C

[Renan and Cirque du Soleil](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2818.

101962K

[Rei do Cangaço](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2819.

101962B

[Color Changing Sofa](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2820.

101962E

[Hat-Xor](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2821.

102059F

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

Rating: — · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2822.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2823.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2824.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2825.

102021B

[Battle Royale](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2826.

102021H

[Hyper Illuminati](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-03 · PyPy 3 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2827.

102021G

[GPS](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2828.

102021I

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

Rating: — · first AC: 2019-01-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2829.

102021E

[Expired License](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2830.

102021L

[Logic Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2831.

102021F

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

Rating: — · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2832.

102021D

[Down the Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2833.

102021C

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

Rating: — · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2834.

101991E

[Exciting Menus](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2835.

101991J

[Journey to Jupiter](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2836.

101991K

[Khoshaf](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2837.

101991A

[Awesome Shawarma](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2838.

101991F

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

Rating: — · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2839.

101991C

[Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2840.

101991D

[Dull Chocolates](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2841.

101991L

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

Rating: — · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2842.

101991B

[Baklava Tray](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2843.

101991I

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

Rating: — · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2844.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2845.

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2846.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2847.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2848.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2849.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2850.

100451K

[TopoCM++](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2851.

100451C

[Drawing with CSS](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2852.

101992E

[Count permutations](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2853.

101992K

[Crazy queries](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2854.

101992A

[Zeros and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2855.

101933A

[Altruistic Amphibians](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · last AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2856.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2857.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2858.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2859.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2860.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2861.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2862.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2863.

101992L

[Reflection](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2864.

101992M

[The business man](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2865.

100959D

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2866.

100959I

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2867.

101992H

[Find the path](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2868.

101992B

[The first task](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2869.

101992F

[MO Salah running down the wing](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2870.

101992D

[The Millennium Prize Problems](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2871.

100959A

[2016](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2872.

100959L

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

Rating: — · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2873.

100959J

[Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2874.

100959C

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2875.

100959F

[Number Cards](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2876.

100959B

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2877.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2878.

100960H

[Garland Checking](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2879.

100960A

[Prevent a Galactic War!](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · MS C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2880.

100960C

[Missing Part](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2881.

100960F

[The Jedi Killer](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2882.

100960B

[Forcefield](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2883.

102007H

[Harry the Hamster](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · last AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2884.

102006K

[Tourists' Tour](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2885.

102006F

[Pretests](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2886.

102006D

[Carnival Slots](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2887.

102006H

[Bugged System](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2888.

102006G

[Is Topo Logical?](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2889.

102006C

[Portals](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2890.

102006I

[Rise of the Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2891.

102006B

[Binary Hamming](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2892.

102006A

[Hello SPC 2018!](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2893.

102007E

[Entirely Unsorted Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2894.

102007K

[Kingpin Escape](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2895.

102007B

[Birthday Boy](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2896.

102007J

[Janitor Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2897.

102007G

[Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2898.

102007F

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

Rating: — · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2899.

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2900.

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2901.

101981M

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

Rating: — · first AC: 2018-11-22 · last AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2902.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2903.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · Python 3 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2904.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2905.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2906.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2907.

101981A

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

Rating: — · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2908.

100517J

[Jubilee Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2909.

100517I

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2910.

100517B

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · last AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2911.

101954C

[Rullele](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-13 · last AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2912.

101954D

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

Rating: — · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2913.

101954E

[Locker Room](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2914.

101954B

[Security Guards](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2915.

101954J

[Escalators](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2916.

101954I

[Moving Furniture](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2917.

101954F

[Lighting](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2918.

101954G

[Horsemeet](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2919.

101954H

[Split Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2920.

101954A

[Die](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2921.

101741J

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

Rating: — · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2922.

101967J

[A05C80Dò ?D >C4CC':C CÄ0C'LD\\$5C€](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2923.

101967K

[BD>D<D4;C C](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2924.

101967C

[A#0C@?D >C,,3D 0D\\$L C#>CÔBCTAD](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2925.

101967D

[A#50050t=D'5 CD>D >C48 A 5D ;Dô=CD8C€](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2926.

101967I

[AôCD\\$5D,,5D BC\\$8CR ?Câ BCä@D0](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2927.

101967L

[B 70ä;DÄ:Câ BCTAD\\$>C](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2928.

101967H

[B 50α@CTBCÔKC' HC,,DD](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2929.

101967G

[A480r0e,,5 CäBD 5Ct:C€](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2930.

101967A

[A\\$T000C, ?C,,ADÄ<Cà](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2931.

101967E

[B 70ä60ÔKCR 7C 4C GC€](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2932.

101972I

[Secret Project · Tutorial](#)

Rating: — · first AC: 2018-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2933.

101972B

[Updating the Tree · Tutorial](#)

Rating: — · first AC: 2018-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2934.

101972E

[Stupid Submissions](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2935.

101972K

[Cyclic Shift](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2936.

101972A

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

Rating: — · first AC: 2018-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2937.

101972D

[Wooden Fence](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2938.

101972H

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

Rating: — · first AC: 2018-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2939.

101972J

[Even Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2940.

101972C

[Shortest Path!](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2941.

101972G

[Minimax](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2942.

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2943.

101964K

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

Rating: — · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2944.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2945.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2946.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-02 · PyPy 3 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2947.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2948.

101864C

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

Rating: — · first AC: 2018-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2949.

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2950.

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2951.

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2952.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2953.

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2954.

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2955.

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2956.

101889K

[Keep it covered](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2957.

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2958.

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2959.

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2960.

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2961.

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2962.

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2963.

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2964.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2965.

101915I

[A Movie in Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2966.

101915J

[The Volcano Eruption](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2967.

101915G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2968.

101915K

[Poor Ramzi](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2969.

101915D

[Largest Group](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2970.

101915A

[Printing Books](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2971.

101915H

[Buying Products](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2972.

101915F

[A Missing Problem in TCPC2017](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2973.

101915C

[Shahhoud Training Hussain](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2974.

101623K

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

Rating: — · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2975.

101623J

[Juggling Troupe](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2976.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2977.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2978.

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2979.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · last AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2980.

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2981.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2982.

100520B

[Bayes' Law](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2983.

100520K

[Kabbalah for Two](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2984.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2985.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2986.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2987.

101917A

[Giga-Kilo-Gigabyte](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2988.

101917B

[Three Couse Meal](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2989.

101917J

[Luca and Stock](#) · Tutorial

Rating: — · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2990.

101917C

[Basic Encryption](#) · Tutorial

Rating: — · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2991.

101917D

[Freddy and minifier](#) · Tutorial

Rating: — · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2992.

101917F

[Minimum Played Times](#) · Tutorial

Rating: — · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2993.

101917G

[A+B+C](#) · Tutorial

Rating: — · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2994.

101873A

[Drawing Borders](#) · Tutorial

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2995.

101873F

[Plug It In](#) · Tutorial

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2996.

101873D

[Pants On Fire](#) · Tutorial

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2997.

101873E

[Perpetuum Mobile](#) · Tutorial

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2998.

101873H

[Ratatoskr](#) · Tutorial

Rating: — · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

2999.

101873C

[Joyride](#) · Tutorial

Rating: — · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3000.

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3001.

101873I

[Uberwatch](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3002.

101873G

[Water Testing](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3003.

101873K

[You Are Fired](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3004.

101492G

[Splitting the Empire](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3005.

101492J

[Deciphering Oracles](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3006.

101492L

[Approximate Search](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3007.

101492E

[Teamwork](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3008.

101492A

[Communicating the Tibet](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3009.

101492H

[Programming a robot](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3010.

101492B

[Building a Bianzhong](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3011.

101492K

[Cutting Strings](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3012.

101492F

[Hitting the target](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3013.

101801H

[H. Don't Ever Ask a Girl for her Codeforces Account](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3014.

101801C

[C. UCL Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3015.

101801I

[I. Odd and Even Queries](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3016.

101801B

[B. Defeat the Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3017.

101801E

[E. Create Your Own Nim Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3018.

101801F

[F. Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3019.

101801L

[L. Odd and Even Count](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3020.

101801A

[A. Can Shahhoud Solve it?](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3021.

101875E

[Loppinha, the boy who likes sopinha](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3022.

101875I

[I Will Go](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3023.

101875G

[Traffic Management](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3024.

101875C

[Two Cats](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3025.

101875A

[Nicoleta and the circle of kids](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3026.

101875B

[Ugly Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3027.

101875F

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

Rating: — · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3028.

101875D

[Checkerboard](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3029.

101875L

[PC is for kicking](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3030.

101605A

[Build the number](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3031.

101605I

[Rest Before The Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3032.

101605K

[Travelling Salesman Strikes Back](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3033.

101605F

[Numerical Input Verification](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3034.

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3035.

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3036.

100524A

[Astronomy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3037.

101845B

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3038.

101845J

[Jinping Trains](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3039.

101845D

[Divorce](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3040.

101845E

[Equilateral Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3041.

101845F

[UN Finals](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3042.

101845G

[Generating Texts](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3043.

101845K

[Keep Your Style](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3044.

101845I

[Intense Bit Wheel](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3045.

101845A

[Apple Trees](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3046.

101845H

[Happy Birthday UN](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3047.

101845C

[Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3048.

101845M

[Marbles Lucky Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3049.

101810A

[Careful Thief](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3050.

101810M

[Greedy Pirate](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3051.

101810E

[N-Dimensional Grid](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3052.

101810D

[Magic Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3053.

101810F

[Minimum Sum of Array](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3054.

101810B

[Friends and Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3055.

101810C

[Flip the Bits](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3056.

101810H

[Making Friends](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3057.

101810I

[Split the Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3058.

101807L

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3059.

101807J

[Jakanda Forever](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3060.

101807K

[Kids' Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3061.

101807E

[Error](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3062.

101807C

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

Rating: — · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3063.

101807A

[Ambidexterity](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3064.

101804H

[Holidays](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3065.

101804C

[China Adventures](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3066.

101804I

[Infantrymen's Math](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3067.

101804J

[JHADCBEIFG](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3068.

101804E

[Efficient Tracking](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3069.

101804B

[Before the Great Day](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3070.

101804G

[Greatest IME](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3071.

101804F

[First Day](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3072.

101804D

[Dire Grades](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3073.

101804A

[Adaptation Stories](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3074.

101808B

[Amer and Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3075.

101808I

[Ildar Yalalov](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3076.

101808G

[Weird Requirements](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3077.

101808K

[Another Shortest Path Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3078.

101808C

[Help Shahhoud](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3079.

101808J

[Saeed and Folan](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3080.

101808F

[Random Sort](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3081.

101808A

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

Rating: — · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3082.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3083.

101741K

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

Rating: — · first AC: 2018-05-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3084.

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3085.

101655D

[Delta Quadrant](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-10 · last AC: 2018-05-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3086.

101655H

[Holodeck Hacking](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-10 · last AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3087.

101655M

[Mass Production](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3088.

101655C

[Crusher's Code](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3089.

101655I

[Interstellar Trade](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3090.

101655B

[Bones's Battery](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3091.

101655E

[Enterprising Escape](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3092.

101655L

[Languages](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3093.

101655F

[Federation Favorites](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3094.

101655A

[Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3095.

101655G

[Generations of Tribbles](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3096.

101656E

[Rings and Runes](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3097.

101656K

[Tile Cut](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3098.

101656A

[Good Versus Evil](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3099.

101656L

[Tongues](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3100.

101656D

[Partition](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3101.

101656H

[Seating Chart](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3102.

101656G

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

Rating: — · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3103.

101656B

[Magic Multiple](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3104.

101484I

[Matrix Sum](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3105.

101484K

[Counting Good Teams](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3106.

101484F

[No Link, Cut Tree!](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3107.

101484E

[Double Fence](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3108.

101484B

[Nicoleta's Cleaning](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3109.

101484C

[Leading the Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3110.

101484G

[Hungry Canadian](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3111.

101484A

[Bath Temperature](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3112.

101484J

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

Rating: — · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3113.

101673I

[Twenty Four, Again](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3114.

101673E

[Is-A? Has-A? Who Knowz-A?](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3115.

101673G

[A Question of Ingestion](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3116.

101673J

[Workout for a Dumbbell](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3117.

101673F

[Keeping On Track](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3118.

101673H

[Sheba's Amoebas](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3119.

101673D

[Game of Throws](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3120.

101673C

[DRM Messages](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3121.

101466I

[Math Class](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · last AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3122.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: *special

[RUSH_D_CAT's solution](#)

3123.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: *special

[RUSH_D_CAT's solution](#)

3124.

undefined151

[Construct a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3125.

100733F

[Cosmic timeline](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3126.

100733H

[Designation in the Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3127.

100733D

[Little thief Shi](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3128.

100733A

[Shitália](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3129.

100733E

[Shi's throne](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3130.

100733C

[Death Report](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3131.

100187F

[Doomsday](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3132.

100187G

[Image Processing](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3133.

100187J

[Deck Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3134.

100187I

[Derivative of Array](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3135.

100187E

[Two Labyrinths](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3136.

100187K

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3137.

100187M

[Heaviside Function](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3138.

100187A

[Potion of Immortality](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3139.

100187H

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

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3140.

100187D

[Holidays](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3141.

100187L

[Ministry of Truth](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3142.

100187B

[A Lot of Joy](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3143.

100247B

[Similar Strings](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · last AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3144.

101466K

[Random Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · last AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3145.

100247I

[Meteor Flow](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3146.

100247K

[Three Contests](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3147.

100247G

[City Square](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3148.

100247L

[For the Honest Election](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3149.

100247F

[Battle Fury](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3150.

100247J

[The Best Statement](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3151.

100247A

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

Rating: — · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3152.

100247C

[Victor's Research](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3153.

100247H

[Secret Information](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —

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3154.

100247D

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —

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3155.

100283L

[Mahdi And The Teddy Bear](#) · [Tutorial](#)

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3156.

100283B

[Egyptian Roads Construction](#) · [Tutorial](#)

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3157.

100283I

[Bakkar In Zanzibar](#) · [Tutorial](#)

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3158.

100283G

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Rating: — · first AC: 2018-04-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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3159.

100283F

[Bakkar In The Army](#) · [Tutorial](#)

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3160.

100283E

[Ghanophobia](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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3161.

100283K

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Rating: — · first AC: 2018-04-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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3162.

100283A

[Rasheda And The Zeriba](#) · [Tutorial](#)

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3163.

101466G

[Generative Model](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · last AC: 2018-04-21 · GNU C++11 (first AC) · Tags: —

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3164.

101466A

[Gaby And Addition](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · last AC: 2018-04-21 · GNU C++11 (first AC) · Tags: —

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3165.

101466E

[Text Editor](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · last AC: 2018-04-21 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3166.

101466J

[Jeronimo's List](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · last AC: 2018-04-21 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3167.

101466C

[Planet Communcation](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · last AC: 2018-04-21 · GNU C++11 (first AC) · Tags: —

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3168.

101466F

[Polygon Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · last AC: 2018-04-21 · GNU C++11 (first AC) · Tags: —

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3169.

101466B

[Maximum Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · last AC: 2018-04-21 · GNU C++11 (first AC) · Tags: —

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3170.

101466H

[Logo](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · last AC: 2018-04-21 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3171.

101466D

[Double it](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · last AC: 2018-04-21 · GNU C++11 (first AC) · Tags: —

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3172.

101755M

[Forgotten Spell](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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3173.

101755H

[Safe Path](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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3174.

101755F

[Tree Restoration](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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3175.

101755L

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3176.

101755C

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

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3177.

101755B

[Minimal Area](#) · [Tutorial](#)

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3178.

101755E

[Substring Reverse](#) · [Tutorial](#)

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3179.

101755J

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3180.

101755A

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3181.

101775J

[Straight Master](#) · [Tutorial](#)

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3182.

101775D

[Mr. Panda and Geometric Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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3183.

101775H

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

Rating: — · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —

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3184.

101653Q

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —

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3185.

101653P

[Gold Leaf](#) · [Tutorial](#)

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3186.

101653V

[Towers](#) · [Tutorial](#)

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3187.

101653S

[Ranked Choice](#) · [Tutorial](#)

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3188.

101653T

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · JavaScript (first AC) · Tags: —

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3189.

101653U

[Top 25](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —

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3190.

101653W

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3191.

101653R

[Ramp Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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3192.

101653X

[Wrench](#) · [Tutorial](#)

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3193.

101653O

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3194.

101653N

[Majority](#) · [Tutorial](#)

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3195.

101653M

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3196.

100792K

[King's Rout](#) · [Tutorial](#)

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3197.

101149G

[Of Zorcs and Axes](#) · [Tutorial](#)

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3198.

101149J

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3199.

101149M

[Ex Machina](#) · [Tutorial](#)

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3200.

101149K

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3201.

101149L

[Right Build](#) · [Tutorial](#)

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3202.

101149F

[The Weakest Sith](#) · [Tutorial](#)

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3203.

101149B

[No Time for Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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3204.

101149E

[The Best among Equals](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3205.

101149H

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

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3206.

101149I

[It's the Police](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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3207.

101149C

[Mathematical Field of Experiments](#) · [Tutorial](#)

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3208.

101149A

[Balls in Urn](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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3209.

101667H

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

Rating: — · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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3210.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

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3211.

101572D

[Distinctive Character](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · last AC: 2018-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3212.

101572C

[Compass Card Sales](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3213.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

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3214.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

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3215.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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3216.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

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3217.

101572B

[Best Relay Team](#) · [Tutorial](#)

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[RUSH_D_CAT's solution](#)

3218.

101572J

[Judging Moose](#) · [Tutorial](#)

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3219.

101620A

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

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3220.

101620H

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3221.

101620F

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3222.

101620G

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Rating: — · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

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3223.

101620L

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3224.

101620J

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Rating: — · first AC: 2018-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

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3225.

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

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3226.

101669F

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

Rating: — · first AC: 2018-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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3227.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

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3228.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3229.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3230.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3231.

101667K

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Rating: — · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

3232.

101666H

[Hoarse Horses](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

3233.

101666M

[Manhattan Mornings](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

3234.

101666E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

3235.

101666I

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

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

3236.

101666G

[Going Dutch](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

3237.

101666L

[Lemonade Trade](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

3238.

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

3239.

101666C

[Collatz Conjecture](#) · [Tutorial](#)

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3240.

101666K

[King of the Waves](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

3241.

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[RUSH_D_CAT's solution](#)

3242.

101666A

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

Rating: — · first AC: 2018-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3243.

101670F

[Shooting Gallery](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3244.

101670G

[Ice cream samples](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3245.

101670I

[Go Northwest!](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3246.

101670C

[Chessboard Dancing](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3247.

101670J

[Punching Power](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3248.

101670H

[Dark Ride with Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3249.

101670A

[Amusement Anticipation](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3250.

100570D

[TROY Query](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-28 · last AC: 2018-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3251.

100834L

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

Rating: — · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3252.

100834G

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

Rating: — · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3253.

100834F

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

Rating: — · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3254.

100834J

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

Rating: — · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3255.

100834C

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

Rating: — · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3256.

101550E

[Exponial](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-04 · last AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3257.

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3258.

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3259.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3260.

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3261.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3262.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3263.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3264.

101606B

[Breaking Biscuits](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3265.

101606D

[Deranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3266.

101606A

[Alien Sunset](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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3267.

101606L

[Lizard Lounge](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3268.

101606F

[Flipping Coins](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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3269.

101606I

[I Work All Day](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3270.

101606J

[Just A Minim](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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3271.

101606C

[Cued In](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3272.

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3273.

101597H

[Compass](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3274.

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3275.

101597B

[Triangle in a Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3276.

101597D

[Effective network](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3277.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3278.

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3279.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3280.

101550C

[Card Hand Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3281.

101550A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3282.

101550D

[Daydreaming Stockbroker](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-04 · last AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3283.

101550G

[Game Rank](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3284.

101550F

[Fleecing the Raffle](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3285.

101550J

[Jumbled Compass](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3286.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3287.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3288.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3289.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-20 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3290.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-20 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3291.

101505C

[Cable Connection](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-05 · last AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3292.

101505I

[Suspicious Samples](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3293.

101505G

[Orchard Division](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3294.

101505J

[Colorful Tribune](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3295.

101505B

[Hot Air Ballooning](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3296.

101505K

[Etnetera Brevity Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3297.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-04 · last AC: 2017-10-04 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3298.

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-04 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3299.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3300.

101158C

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

Rating: — · first AC: 2017-10-04 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3301.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-04 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3302.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3303.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3304.

100543K

[The Imp](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3305.

101482D

[Digi Comp II](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3306.

101482E

[Euclidean TSP](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3307.

101482F

[Finding Lines](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3308.

101482J

[Judging Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3309.

101482C

[Cent Savings](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3310.

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3311.

101485J

[Jumbled Communication](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3312.

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3313.

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3314.

100015B

[Ball Painting](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3315.

100015A

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

Rating: — · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3316.

100015C

[City Driving](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3317.

100015F

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

Rating: — · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3318.

101164G

[Pokemons](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3319.

101164D

[Reading Digits](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3320.

101480B

[Book Borders](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-26 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3321.

101480K

[Kernel Knights](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-26 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3322.

101480D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-26 · last AC: 2017-08-26 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3323.

101480A

[ASCII Addition](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-26 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3324.

101487E

[Enter The Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-20 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3325.

101487D

[Defense Lines](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-20 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3326.

101487G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-20 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3327.

100286H

[Hell on the Markets](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3328.

100610C

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

Rating: — · first AC: 2017-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3329.

100253B

[Travelling Camera Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3330.

100253C

[Equivalent Cards](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-29 · last AC: 2017-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3331.

100253I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-29 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3332.

100253K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-29 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3333.

100253L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3334.

100624E

[Word equations](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-26 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3335.

100624A

[Kingdoms](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-26 · last AC: 2017-07-26 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3336.

100624I

[The Dragon and the knights](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-26 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3337.

100624J

[Conservation](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-26 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3338.

100624C

[Chemist's vows](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-26 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3339.

100624H

[Darts](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-26 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3340.

101411F

[Figure ans Spots](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-23 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3341.

101411C

[Courier's Route](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-23 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3342.

101411K

[Kids and Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-23 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3343.

101411D

[Dales and Hills](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-23 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3344.

101411L

[L-Shapes](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-23 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3345.

101411B

["Bulls and Cows"](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-23 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3346.

101308J

[Java Certification](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-25 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3347.

101308F

[Funny Language](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-25 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3348.

101308D

[Database](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-25 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3349.

101308B

[Business Center](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3350.

101308H

[Headshot](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-25 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3351.

101086D

[Secure but True](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3352.

100735H

[Words from cubes](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-18 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3353.

100735A

[Strong parentheses sequence](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-18 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3354.

100735B

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

Rating: — · first AC: 2017-04-18 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3355.

100735E

[Restore](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3356.

100735D

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

Rating: — · first AC: 2017-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3357.

100735I

[Yet another A + B](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-18 · Java 8 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3358.

100735G

[LCS Revised](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3359.

101334D

[Double Patience](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

3360.

101334E

[Exploring Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3361.

101334A

[Area 51](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3362.

101334F

[Feel Good](#) · [Tutorial](#)

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

[RUSH_D_CAT's solution](#)

3363.

101334J

[Joseph's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3364.

101334I

[IP Networks](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3365.

101086A

[My Friend of Misery](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-15 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3366.

101086J

[Smooth Developer](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-15 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3367.

101086F

[Hey JUDgE](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-15 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3368.

101086L

[Chance](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-15 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3369.

101086G

[Paradise City](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-15 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3370.

101086H

[Another Square in the Floor](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-15 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3371.

101341E

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

Rating: — · first AC: 2017-04-13 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3372.

101341H

[Perfect Ban](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-13 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3373.

101341G

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

Rating: — · first AC: 2017-04-13 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3374.

101341B

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

Rating: — · first AC: 2017-04-13 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3375.

101341M

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

Rating: — · first AC: 2017-04-13 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3376.

101341D

[Jumps](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-13 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3377.

101341C

[Urn with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-13 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3378.

100694E

[SuperHyperMarket](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-12 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3379.

100694A

[Did he drop any good loot?](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-12 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3380.

100694G

[The Lost Graph](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-12 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3381.

100694H

[Noisy Lecture](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-12 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3382.

100694M

[The Fifth Season](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-12 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3383.

100610H

[Horrible Truth](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3384.

100610K

[Kitchen Robot](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3385.

100610A

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

Rating: — · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3386.

100610D

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

Rating: — · first AC: 2017-04-10 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3387.

100610E

[Explicit Formula](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3388.

100783C

[Golf Bot](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3389.

100783D

[Book Club](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-09 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3390.

100783B

[Flowery Trails](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3391.

100783A

[GREAT+SWERC=PORTO](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3392.

100548F

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-04 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3393.

100548G

[The Problem to Slow Down You](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3394.

100548K

[Last Defence](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-04 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3395.

100548A

[Built with Qinghuai and Ari Factor](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-04 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3396.

100975H

[Sieve Coding](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-01 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3397.

100975J

[Sea Battle](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-01 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3398.

100975D

[Strange Things](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-01 · PyPy 2 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3399.

100975E

[A+B=C](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-01 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3400.

100975F

[Simple Calculations](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3401.

100975A

[Black-White Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-01 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3402.

101311C

[Magic Weapon](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3403.

101311B

[Rangers in the Bus](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3404.

101311A

[Spaceship](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3405.

101192G

[ReHanoi Towers](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3406.

101192I

[Abacaba Ltd.](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3407.

101192F

[Stone, grass and fire](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3408.

101192E

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3409.

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[RUSH_D_CAT's solution](#)

3410.

101234C

[Crazy Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3411.

101201C

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3412.

101201I

[Postman](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3413.

101201H

[Paint](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3414.

101201A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3415.

100962J

[Jimi Hendrix](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3416.

100962G

[Green Day](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3417.

100962A

[ABBA](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3418.

100020H

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3419.

100935J

[Weird Maze](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3420.

100935I

[Farm](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3421.

100935B

[Weird Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-10 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3422.

100935H

[Bend Test](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3423.

100935F

[A Poet Computer](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3424.

100935C

[OCR](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-10 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3425.

100935D

[Enormous Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3426.

100935E

[Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3427.

100935A

[Time](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3428.

100952F

[Contestants Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3429.

100952C

[Palindrome Again !!](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-06 · Java 8 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3430.

100952D

[Time to go back](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3431.

100952B

[New Job](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-06 · Java 8 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3432.

100952G

[The jar of divisors](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3433.

100952H

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

Rating: — · first AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3434.

100952A

[Who is the winner?](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-06 · Java 8 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3435.

100860G

[Governor](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-03 · Java 8 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3436.

100860J

[Juliani's Job](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3437.

100860C

[Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3438.

100860F

[Four-Based Weights](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-03 · Java 8 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3439.

100860A

[AutoCoder](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3440.

100860H

[Hole](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-03 · Java 8 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3441.

101128G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3442.

101128C

[Canvas Painting](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3443.

101128D

[Dice Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3444.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-25 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3445.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-25 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3446.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-25 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3447.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-25 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3448.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-25 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3449.

101170E

[Exam Redistribution](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-25 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3450.

396B

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

Quality: 1,193 global accepts · Rating: — · first AC: 2017-02-21 · last AC: 2017-02-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[RUSH_D_CAT's solution](#)

3451.

101142C

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

Rating: — · first AC: 2016-11-19 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3452.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-19 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3453.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3454.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-19 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3455.

101147I

[On the way to the park](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3456.

101147B

[Street](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3457.

101147A

[The game of Osho](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-13 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3458.

101147G

[The Galactic Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3459.

101147E

[Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3460.

101147H

[Commandos](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-13 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3461.

101147D

[Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3462.

101156L

[Super 2048](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3463.

101156E

[Longest Increasing Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3464.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-29 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3465.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-29 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3466.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-29 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3467.

101102F

[Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-29 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3468.

101102C

[Bored Judge](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-29 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3469.

101102A

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-29 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3470.

101102B

[The Little Match Girl](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-29 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3471.

101102H

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-29 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3472.

101102E

[Ya Rajaie and Books](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-29 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3473.

100827E

[Hill Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3474.

100827H

[Pushups](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3475.

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-22 · Java 8 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3476.

100827L

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3477.

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3478.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · last AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3479.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3480.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3481.

100712L

[Alternating Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-25 · last AC: 2016-09-25 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3482.

100712D

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

Rating: — · first AC: 2016-09-25 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3483.

100712B

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

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3484.

100712F

[Travelling Salesman](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3485.

100712G

[Heavy Coins](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3486.

100712C

[Street Lamps](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3487.

100712J

[Candy](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3488.

100712K

[Runtime Error](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3489.

100712E

[Epic Professor](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3490.

100712A

[Who Is The Winner](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3491.

100883D

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-03 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3492.

100883H

[tourists](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-03 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3493.

100883C

[Too Many Coins](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-03 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3494.

100883G

[Count Mix Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-03 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3495.

100883F

[Print Mix Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-03 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3496.

100883J

[palprime](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-03 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)

3497.

100883B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-02 · last AC: 2016-09-03 · GNU C++ (first AC) · Tags: —

[RUSH_D_CAT's solution](#)