

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

<https://cfelitetracker.vercel.app>

Unique solved — SaSa

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

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

Filters: none

Count: 764

- 1.**
1870A
[MEXanized Array](#) · [Tutorial](#)
Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[SaSa's solution](#)
- 2.**
1847A
[The Man who became a God](#) · [Tutorial](#)
Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[SaSa's solution](#)
- 3.**
1857A
[Array Coloring](#) · [Tutorial](#)
Quality: 78,910 global accepts · Rating: 800 · first AC: 2023-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[SaSa's solution](#)
- 4.**
1858A
[Buttons](#) · [Tutorial](#)
Quality: 66,321 global accepts · Rating: 800 · first AC: 2023-08-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[SaSa's solution](#)
- 5.**
1855A
[Dalton the Teacher](#) · [Tutorial](#)
Quality: 29,928 global accepts · Rating: 800 · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[SaSa's solution](#)
- 6.**
1468E
[Four Segments](#) · [Tutorial](#)
Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[SaSa's solution](#)
- 7.**
1450A
[Avoid Trygub](#) · [Tutorial](#)
Quality: 18,486 global accepts · Rating: 800 · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[SaSa's solution](#)
- 8.**
1443A
[Kids Seating](#) · [Tutorial](#)
Quality: 16,682 global accepts · Rating: 800 · first AC: 2020-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[SaSa's solution](#)
- 9.**
1303A
[Erasing Zeroes](#) · [Tutorial](#)
Quality: 36,701 global accepts · Rating: 800 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[SaSa's solution](#)
- 10.**
1220A
[Cards](#) · [Tutorial](#)

Quality: 32,797 global accepts · Rating: 800 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings
[SaSa's solution](#)

11.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[SaSa's solution](#)

12.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[SaSa's solution](#)

13.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: greedy
[SaSa's solution](#)

14.

1106A

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

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-02-02 · GNU C++11 (first AC) · Tags: implementation
[SaSa's solution](#)

15.

1097A

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

Quality: 43,803 global accepts · Rating: 800 · first AC: 2019-01-15 · GNU C++11 (first AC) · Tags: brute force, implementation
[SaSa's solution](#)

16.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[SaSa's solution](#)

17.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[SaSa's solution](#)

18.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 800 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[SaSa's solution](#)

19.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,357 global accepts · Rating: 800 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: math
[SaSa's solution](#)

20.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: implementation
[SaSa's solution](#)

21.

1043A

[Elections](#) · [Tutorial](#)

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

[SaSa's solution](#)

22.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: implementation

[SaSa's solution](#)

23.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-31 · GNU C++11 (first AC) · Tags: implementation

[SaSa's solution](#)

24.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,865 global accepts · Rating: 800 · first AC: 2016-06-14 · last AC: 2018-04-15 · GNU C++11 (first AC) · Tags: implementation

[SaSa's solution](#)

25.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 278,985 global accepts · Rating: 800 · first AC: 2018-04-15 · Go (first AC) · Tags: brute force, implementation, strings

[SaSa's solution](#)

26.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,975 global accepts · Rating: 800 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: *special, math

[SaSa's solution](#)

27.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[SaSa's solution](#)

28.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2017-05-14 · GNU C++11 (first AC) · Tags: brute force, implementation

[SaSa's solution](#)

29.

785A

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

Quality: 110,940 global accepts · Rating: 800 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: implementation, strings

[SaSa's solution](#)

30.

758A

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

Quality: 75,300 global accepts · Rating: 800 · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: implementation, math

[SaSa's solution](#)

31.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,081 global accepts · Rating: 800 · first AC: 2016-12-27 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[SaSa's solution](#)

32.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 800 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: implementation, math

[SaSa's solution](#)

33.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,829 global accepts · Rating: 800 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[SaSa's solution](#)

34.

731A

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

Quality: 53,203 global accepts · Rating: 800 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: implementation, strings

[SaSa's solution](#)

35.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,787 global accepts · Rating: 800 · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: implementation

[SaSa's solution](#)

36.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,577 global accepts · Rating: 800 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation

[SaSa's solution](#)

37.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,014 global accepts · Rating: 800 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[SaSa's solution](#)

38.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,095 global accepts · Rating: 800 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: implementation

[SaSa's solution](#)

39.

680A

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

Quality: 13,293 global accepts · Rating: 800 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[SaSa's solution](#)

40.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[SaSa's solution](#)

41.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-08 · PyPy 3 (first AC) · Tags: math, number theory

[SaSa's solution](#)

42.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-09-12 · GNU C++11 (first AC) · Tags: math

[SaSa's solution](#)

43.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: math

[SaSa's solution](#)

44.

1106C

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

Quality: 15,908 global accepts · Rating: 900 · first AC: 2019-02-02 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[SaSa's solution](#)

45.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

46.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-11 · GNU C++11 (first AC) · Tags: graphs

[SaSa's solution](#)

47.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,732 global accepts · Rating: 900 · first AC: 2018-06-23 · Python 3 (first AC) · Tags: greedy, sortings

[SaSa's solution](#)

48.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2018-04-25 · Python 3 (first AC) · Tags: implementation

[SaSa's solution](#)

49.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, math

[SaSa's solution](#)

50.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[SaSa's solution](#)

51.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: implementation, math

[SaSa's solution](#)

52.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[SaSa's solution](#)

53.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,885 global accepts · Rating: 900 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: implementation, strings

[SaSa's solution](#)

54.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[SaSa's solution](#)

55.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[SaSa's solution](#)

56.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[SaSa's solution](#)

57.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[SaSa's solution](#)

58.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math

[SaSa's solution](#)

59.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers

[SaSa's solution](#)

60.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

61.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[SaSa's solution](#)

62.

1223B

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

Quality: 15,894 global accepts · Rating: 1000 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: strings

[SaSa's solution](#)

63.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[SaSa's solution](#)

64.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: greedy, math

[SaSa's solution](#)

65.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: implementation

[SaSa's solution](#)

66.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation

[SaSa's solution](#)

67.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation

[SaSa's solution](#)

68.

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-23 · Python 2 (first AC) · Tags: implementation

[SaSa's solution](#)

69.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[SaSa's solution](#)

70.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: implementation

[SaSa's solution](#)

71.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 1000 · first AC: 2016-11-11 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math

[SaSa's solution](#)

72.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: implementation

[SaSa's solution](#)

73.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation

[SaSa's solution](#)

74.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,768 global accepts · Rating: 1000 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: dp, greedy

[SaSa's solution](#)

75.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,175 global accepts · Rating: 1000 · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: math

[SaSa's solution](#)

76.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: implementation

[SaSa's solution](#)

77.

680B

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

Quality: 26,241 global accepts · Rating: 1000 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[SaSa's solution](#)

78.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[SaSa's solution](#)

79.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,729 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[SaSa's solution](#)

80.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,476 global accepts · Rating: 1100 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[SaSa's solution](#)

81.

1119A

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

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

[SaSa's solution](#)

82.

1033B

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

Quality: 11,954 global accepts · Rating: 1100 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: math, number theory

[SaSa's solution](#)

83.

785B

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

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: greedy, sortings

[SaSa's solution](#)

84.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-02-18 · GNU C++11 (first AC) · Tags: data structures, implementation

[SaSa's solution](#)

85.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory

[SaSa's solution](#)

86.

733B

[Parade](#) · [Tutorial](#)

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

[SaSa's solution](#)

87.

731B

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

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[SaSa's solution](#)

88.

312A

[Whose sentence is it?](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: implementation, strings

[SaSa's solution](#)

89.

368B

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

Quality: 49,897 global accepts · Rating: 1100 · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: data structures, dp

[SaSa's solution](#)

90.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

91.

682A

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

Quality: 23,993 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[SaSa's solution](#)

92.

675A

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

Quality: 15,574 global accepts · Rating: 1100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: math

[SaSa's solution](#)

93.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[SaSa's solution](#)

94.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,725 global accepts · Rating: 1200 · first AC: 2023-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[SaSa's solution](#)

95.

1327B

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

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[SaSa's solution](#)

96.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,197 global accepts · Rating: 1200 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: data structures, greedy

[SaSa's solution](#)

97.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[SaSa's solution](#)

98.

1149A

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

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2019-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math,

number theory

[SaSa's solution](#)

99.

1097B

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

Quality: 35,945 global accepts · Rating: 1200 · first AC: 2019-01-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[SaSa's solution](#)

100.

1091B

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

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

[SaSa's solution](#)

101.

1076B

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

Quality: 14,585 global accepts · Rating: 1200 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[SaSa's solution](#)

102.

1076A

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

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

[SaSa's solution](#)

103.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation

[SaSa's solution](#)

104.

1028B

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

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-31 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[SaSa's solution](#)

105.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: greedy

[SaSa's solution](#)

106.

1023A

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

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[SaSa's solution](#)

107.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: implementation

[SaSa's solution](#)

108.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, trees

[SaSa's solution](#)

109.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[SaSa's solution](#)

110.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2017-06-15 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[SaSa's solution](#)

111.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,269 global accepts · Rating: 1200 · first AC: 2017-05-14 · GNU C++11 (first AC) · Tags: geometry, math

[SaSa's solution](#)

112.

776B

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

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[SaSa's solution](#)

113.

749B

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

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry

[SaSa's solution](#)

114.

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

[SaSa's solution](#)

115.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1200 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[SaSa's solution](#)

116.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2016-09-26 · GNU C++11 (first AC) · Tags: implementation, sortings

[SaSa's solution](#)

117.

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

118.

146C

[Lucky Conversion](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: greedy

[SaSa's solution](#)

119.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: sortings

[SaSa's solution](#)

120.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[SaSa's solution](#)

121.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,773 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[SaSa's solution](#)

122.

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[SaSa's solution](#)

123.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[SaSa's solution](#)

124.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[SaSa's solution](#)

125.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[SaSa's solution](#)

126.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: dp, strings

[SaSa's solution](#)

127.

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings

[SaSa's solution](#)

128.

1096B

[Substring Removal](#) · [Tutorial](#)

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: combinatorics, math, strings

[SaSa's solution](#)

129.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,423 global accepts · Rating: 1300 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: binary search, math

[SaSa's solution](#)

130.

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-11 · GNU C++11 (first AC) · Tags: dsu, implementation

[SaSa's solution](#)

131.

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[SaSa's solution](#)

132.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation
[SaSa's solution](#)

133.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[SaSa's solution](#)

134.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,877 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: greedy
[SaSa's solution](#)

135.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[SaSa's solution](#)

136.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: greedy, implementation
[SaSa's solution](#)

137.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-09 · GNU C++11 (first AC) · Tags: constructive algorithms
[SaSa's solution](#)

138.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[SaSa's solution](#)

139.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: graphs
[SaSa's solution](#)

140.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —
[SaSa's solution](#)

141.

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 1300 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —
[SaSa's solution](#)

142.

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: brute force, implementation

[SaSa's solution](#)

143.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: brute force

[SaSa's solution](#)

144.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[SaSa's solution](#)

145.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[SaSa's solution](#)

146.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,491 global accepts · Rating: 1400 · first AC: 2020-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[SaSa's solution](#)

147.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[SaSa's solution](#)

148.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[SaSa's solution](#)

149.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[SaSa's solution](#)

150.

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[SaSa's solution](#)

151.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: implementation, two pointers

[SaSa's solution](#)

152.

1195C

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

Quality: 34,835 global accepts · Rating: 1400 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: dp

[SaSa's solution](#)

153.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: binary search, sortings

[SaSa's solution](#)

154.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,584 global accepts · Rating: 1400 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[SaSa's solution](#)

155.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-15 · GNU C++11 (first AC) · Tags: greedy, implementation

[SaSa's solution](#)

156.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: math, number theory

[SaSa's solution](#)

157.

843A

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

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[SaSa's solution](#)

158.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,425 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[SaSa's solution](#)

159.

727C

[Guess the Array](#) · [Tutorial](#)

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

[SaSa's solution](#)

160.

680C

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

Rating: 1400 · first AC: 2016-06-08 · last AC: 2016-09-13 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, number theory

[SaSa's solution](#)

161.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,056 global accepts · Rating: 1400 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation, math

[SaSa's solution](#)

162.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,941 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp

[SaSa's solution](#)

163.

675B

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

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[SaSa's solution](#)

164.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[SaSa's solution](#)

165.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[SaSa's solution](#)

166.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[SaSa's solution](#)

167.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[SaSa's solution](#)

168.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-09-12 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[SaSa's solution](#)

169.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[SaSa's solution](#)

170.

1195D1

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

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[SaSa's solution](#)

171.

1179A

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

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: data structures, implementation

[SaSa's solution](#)

172.

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SaSa's solution](#)

173.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[SaSa's solution](#)

174.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-02-02 · GNU C++11 (first AC) · Tags: data structures, implementation

[SaSa's solution](#)

175.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 1500 · first AC: 2019-02-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[SaSa's solution](#)

176.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[SaSa's solution](#)

177.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[SaSa's solution](#)

178.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[SaSa's solution](#)

179.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[SaSa's solution](#)

180.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[SaSa's solution](#)

181.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, math

[SaSa's solution](#)

182.

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[SaSa's solution](#)

183.

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math

[SaSa's solution](#)

184.

817B

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

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-15 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, sortings

[SaSa's solution](#)

185.

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[SaSa's solution](#)

186.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[SaSa's solution](#)

187.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-27 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[SaSa's solution](#)

188.

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

[SaSa's solution](#)

189.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,622 global accepts · Rating: 1500 · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: dp, math, matrices

[SaSa's solution](#)

190.

707C

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

Quality: 13,480 global accepts · Rating: 1500 · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: math, number theory

[SaSa's solution](#)

191.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,886 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[SaSa's solution](#)

192.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[SaSa's solution](#)

193.

273A

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

Rating: 1500 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

194.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[SaSa's solution](#)

195.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[SaSa's solution](#)

196.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[SaSa's solution](#)

197.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, two pointers

[SaSa's solution](#)

198.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[SaSa's solution](#)

199.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[SaSa's solution](#)

200.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings

[SaSa's solution](#)

201.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[SaSa's solution](#)

202.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[SaSa's solution](#)

203.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[SaSa's solution](#)

204.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation

[SaSa's solution](#)

205.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[SaSa's solution](#)

206.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[SaSa's solution](#)

207.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,335 global accepts · Rating: 1600 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[SaSa's solution](#)

208.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: data structures, implementation

[SaSa's solution](#)

209.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 1600 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[SaSa's solution](#)

210.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings

[SaSa's solution](#)

211.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: sortings, two pointers

[SaSa's solution](#)

212.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: implementation

[SaSa's solution](#)

213.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: implementation

[SaSa's solution](#)

214.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: implementation, sortings

[SaSa's solution](#)

215.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[SaSa's solution](#)

216.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: dp, implementation

[SaSa's solution](#)

217.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[SaSa's solution](#)

218.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[SaSa's solution](#)

219.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: math, number theory

[SaSa's solution](#)

220.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: brute force, dp, games

[SaSa's solution](#)

221.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[SaSa's solution](#)

222.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-31 · GNU C++11 (first AC) · Tags: geometry, implementation, sortings

[SaSa's solution](#)

223.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,329 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[SaSa's solution](#)

224.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: implementation

[SaSa's solution](#)

225.

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[SaSa's solution](#)

226.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[SaSa's solution](#)

227.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1600 · first AC: 2017-06-09 · GNU C++11 (first AC) · Tags: brute force, dp, strings, two pointers

[SaSa's solution](#)

228.

793B

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

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[SaSa's solution](#)

229.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1600 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: binary search, math

[SaSa's solution](#)

230.

781A

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

Rating: 1600 · first AC: 2017-03-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[SaSa's solution](#)

231.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[SaSa's solution](#)

232.

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers

[SaSa's solution](#)

233.

741B

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

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu

[SaSa's solution](#)

234.

741A

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

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, math

[SaSa's solution](#)

235.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: math, number theory

[SaSa's solution](#)

236.

736A

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

Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[SaSa's solution](#)

237.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2016-11-11 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings

[SaSa's solution](#)

238.

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

[SaSa's solution](#)

239.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: implementation

[SaSa's solution](#)

240.

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

[SaSa's solution](#)

241.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1600 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[SaSa's solution](#)

242.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[SaSa's solution](#)

243.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: dp, implementation, trees

[SaSa's solution](#)

244.

273B

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

Rating: 1600 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: combinatorics

[SaSa's solution](#)

245.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: implementation, strings

[SaSa's solution](#)

246.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[SaSa's solution](#)

247.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,821 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[SaSa's solution](#)

248.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[SaSa's solution](#)

249.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2020-12-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, number theory

[SaSa's solution](#)

250.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[SaSa's solution](#)

251.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[SaSa's solution](#)

252.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[SaSa's solution](#)

253.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[SaSa's solution](#)

254.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[SaSa's solution](#)

255.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[SaSa's solution](#)

256.

1237C1

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

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[SaSa's solution](#)

257.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[SaSa's solution](#)

258.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-04-04 · GNU C++11 (first AC) · Tags: brute force, math

[SaSa's solution](#)

259.

1091D

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

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[SaSa's solution](#)

260.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: greedy, implementation, trees

[SaSa's solution](#)

261.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[SaSa's solution](#)

262.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: greedy, implementation, interactive, sortings

[SaSa's solution](#)

263.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[SaSa's solution](#)

264.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[SaSa's solution](#)

265.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[SaSa's solution](#)

266.

966B

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

Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[SaSa's solution](#)

267.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[SaSa's solution](#)

268.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[SaSa's solution](#)

269.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: *special

[SaSa's solution](#)

270.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[SaSa's solution](#)

271.

759A

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

Rating: 1700 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[SaSa's solution](#)

272.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, implementation, math

[SaSa's solution](#)

273.

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

[SaSa's solution](#)

274.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: dp

[SaSa's solution](#)

275.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[SaSa's solution](#)

276.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math

[SaSa's solution](#)

277.

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

278.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

[SaSa's solution](#)

279.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,904 global accepts · Rating: 1800 · first AC: 2020-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[SaSa's solution](#)

280.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[SaSa's solution](#)

281.

1443F

[Identify the Operations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, greedy, math

[SaSa's solution](#)

282.

1443D

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

Rating: 1800 · first AC: 2020-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[SaSa's solution](#)

283.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,931 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[SaSa's solution](#)

284.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[SaSa's solution](#)

285.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[SaSa's solution](#)

286.

1254B1

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

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[SaSa's solution](#)

287.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[SaSa's solution](#)

288.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[SaSa's solution](#)

289.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-09-12 · GNU C++11 (first AC) · Tags: constructive algorithms

[SaSa's solution](#)

290.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: games

[SaSa's solution](#)

291.

1195D2

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

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[SaSa's solution](#)

292.

1179B

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

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: constructive algorithms

[SaSa's solution](#)

293.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, hashing, strings

[SaSa's solution](#)

294.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: dp

[SaSa's solution](#)

295.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths, sortings

[SaSa's solution](#)

296.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[SaSa's solution](#)

297.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[SaSa's solution](#)

298.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[SaSa's solution](#)

299.

1053A

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

Rating: 1800 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: geometry

[SaSa's solution](#)

300.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: number theory

[SaSa's solution](#)

301.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, interactive

[SaSa's solution](#)

302.

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[SaSa's solution](#)

303.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[SaSa's solution](#)

304.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, math

[SaSa's solution](#)

305.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[SaSa's solution](#)

306.

727D

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

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2016-11-11 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, greedy

[SaSa's solution](#)

307.

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[SaSa's solution](#)

308.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive

[SaSa's solution](#)

309.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: data structures, greedy

[SaSa's solution](#)

310.

690E1

[Photographs \(I\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1800 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

311.

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: combinatorics

[SaSa's solution](#)

312.

146D

[Lucky Number 2](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[SaSa's solution](#)

313.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[SaSa's solution](#)

314.

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: data structures, trees

[SaSa's solution](#)

315.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[SaSa's solution](#)

316.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[SaSa's solution](#)

317.

1032D

[Barcelonian Distance](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1900 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[SaSa's solution](#)

318.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

[SaSa's solution](#)

319.

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[SaSa's solution](#)

320.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[SaSa's solution](#)

321.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[SaSa's solution](#)

322.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[SaSa's solution](#)

323.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[SaSa's solution](#)

324.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-09-12 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation

[SaSa's solution](#)

325.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, hashing

[SaSa's solution](#)

326.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[SaSa's solution](#)

327.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2019-07-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, trees

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328.

1119E

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Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

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329.

1081E

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Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

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330.

1089F

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Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: math

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331.

1076E

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Quality: 4,152 global accepts · Rating: 1900 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: data structures, trees

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332.

1055C

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333.

1043E

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Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

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334.

1054D

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335.

1063C

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Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

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336.

191C

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Quality: 9,222 global accepts · Rating: 1900 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

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337.

817D

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338.

784F

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339.

5C

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340.

731F

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341.

717E

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Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-26 · GNU C++11 (first AC) · Tags: dfs and similar

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342.

717D

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Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-26 · GNU C++11 (first AC) · Tags: games, matrices, probabilities

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343.

691E

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344.

687C

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Quality: 8,344 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp

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345.

685B

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346.

682D

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347.

1487E

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348.

1349C

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349.

1349B

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350.

1266D

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Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

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351.

1237D

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Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

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352.

1223D

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353.

1229B

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354.

1209G1

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355.

1209E1

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356.

1214E

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357.

1198C

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358.

1190D

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Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

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359.

1142B

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360.

676D

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361.

1033D

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362.

1060E

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Quality: 3,498 global accepts · Rating: 2000 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

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363.

1053B

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364.

137E

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817E

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366.

814D

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367.

784E

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368.

776D

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761E

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370.

749D

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371.

689E

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372.

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Quality: 1,875 global accepts · Rating: 2000 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
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373.

1450C1

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Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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374.

1266E

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375.

1254B2

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376.

1252G

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381.

1184A2

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321C

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319C

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146E

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401.

1468A

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402.

1468H

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403.

1327D

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1261D1

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1246C

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407.

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409.

1184C2

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411.

1179C

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412.

1149B

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413.

1110E

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Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

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414.

1110D

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415.

1097D

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[SaSa's solution](#)

416.

1089A

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417.

1045D

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Quality: 856 global accepts · Rating: 2200 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: math, probabilities, trees

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418.

1034B

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419.

1039C

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420.

1037E

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421.

855E

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[SaSa's solution](#)

422.

966C

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Rating: 2200 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

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423.

908D

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Quality: 2,606 global accepts · Rating: 2200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: dp, math, probabilities

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424.

815B

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Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

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425.

809B

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426.

785E

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427.

759C

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428.

743E

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429.

733F

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Quality: 1,334 global accepts · Rating: 2200 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

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430.

731D

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431.

731E

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432.

7D

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: hashing, strings

[SaSa's solution](#)

433.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[SaSa's solution](#)

434.

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: graphs, greedy

[SaSa's solution](#)

435.

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: trees

[SaSa's solution](#)

436.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2020-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, implementation

[SaSa's solution](#)

437.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[SaSa's solution](#)

438.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[SaSa's solution](#)

439.

1314D

[Tourism](#) · [Tutorial](#)

Quality: 2300 · first AC: 2020-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[SaSa's solution](#)

440.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[SaSa's solution](#)

441.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[SaSa's solution](#)

442.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[SaSa's solution](#)

443.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[SaSa's solution](#)

444.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[SaSa's solution](#)

445.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[SaSa's solution](#)

446.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: dp

[SaSa's solution](#)

447.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: brute force, games, greedy

[SaSa's solution](#)

448.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2019-02-09 · GNU C++11 (first AC) · Tags: math, matrices

[SaSa's solution](#)

449.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[SaSa's solution](#)

450.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-20 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[SaSa's solution](#)

451.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[SaSa's solution](#)

452.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-06-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[SaSa's solution](#)

453.

803G

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

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: data structures

[SaSa's solution](#)

454.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: geometry, implementation, math, sortings

[SaSa's solution](#)

455.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[SaSa's solution](#)

456.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2300 · first AC: 2016-11-11 · GNU C++11 (first AC) · Tags: data structures, hashing, string suffix structures, strings

[SaSa's solution](#)

457.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2300 · first AC: 2016-11-07 · GNU C++11 (first AC) · Tags: geometry, sortings

[SaSa's solution](#)

458.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[SaSa's solution](#)

459.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[SaSa's solution](#)

460.

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2016-07-07 · last AC: 2016-07-07 · GNU C++11 (first AC) · Tags: flows, graph matchings

[SaSa's solution](#)

461.

660E

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

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2016-07-05 · GNU C++11 (first AC) · Tags: combinatorics, math

[SaSa's solution](#)

462.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[SaSa's solution](#)

463.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, two pointers

[SaSa's solution](#)

464.

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2400 · first AC: 2019-12-03 · last AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, graphs

[SaSa's solution](#)

465.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, number theory

[SaSa's solution](#)

466.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[SaSa's solution](#)

467.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[SaSa's solution](#)

468.

1252F

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

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: hashing, trees

[SaSa's solution](#)

469.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[SaSa's solution](#)

470.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[SaSa's solution](#)

471.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-26 · GNU C++11 (first AC) · Tags: brute force, graphs

[SaSa's solution](#)

472.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-04-04 · GNU C++11 (first AC) · Tags: geometry

[SaSa's solution](#)

473.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math, trees

[SaSa's solution](#)

474.

1089M

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Quality: 654 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[SaSa's solution](#)

475.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[SaSa's solution](#)

476.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, trees

[SaSa's solution](#)

477.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-31 · GNU C++11 (first AC) · Tags: constructive algorithms

[SaSa's solution](#)

478.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, matrices

[SaSa's solution](#)

479.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[SaSa's solution](#)

480.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2017-07-27 · GNU C++11 (first AC) · Tags: data structures

[SaSa's solution](#)

481.

582C

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

Quality: 796 global accepts · Rating: 2400 · first AC: 2017-06-29 · GNU C++11 (first AC) · Tags: number theory

[SaSa's solution](#)

482.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2017-06-23 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[SaSa's solution](#)

483.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2017-05-16 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[SaSa's solution](#)

484.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing

[SaSa's solution](#)

485.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[SaSa's solution](#)

486.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2016-12-27 · GNU C++11 (first AC) · Tags: data structures, probabilities

[SaSa's solution](#)

487.

717H

[Pokemon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2016-09-26 · GNU C++11 (first AC) · Tags: math, probabilities

[SaSa's solution](#)

488.

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

489.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[SaSa's solution](#)

490.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2020-12-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[SaSa's solution](#)

491.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-12-15 · last AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[SaSa's solution](#)

492.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft

[SaSa's solution](#)

493.

1209E2

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

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[SaSa's solution](#)

494.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[SaSa's solution](#)

495.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-21 · GNU C++11 (first AC) · Tags: dp, trees

[SaSa's solution](#)

496.

1086D

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

Rating: 2500 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: data structures, greedy

[SaSa's solution](#)

497.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-11 · GNU C++11 (first AC) · Tags: binary search, dp

[SaSa's solution](#)

498.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-28 · last AC: 2018-10-28 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[SaSa's solution](#)

499.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

500.

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[SaSa's solution](#)

501.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-09-01 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[SaSa's solution](#)

502.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2016-07-30 · last AC: 2016-07-30 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures

[SaSa's solution](#)

503.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: bitmasks, dp

[SaSa's solution](#)

504.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: meet-in-the-middle

[SaSa's solution](#)

505.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[SaSa's solution](#)

506.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[SaSa's solution](#)

507.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[SaSa's solution](#)

508.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[SaSa's solution](#)

509.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[SaSa's solution](#)

510.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: data structures, trees

[SaSa's solution](#)

511.

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[SaSa's solution](#)

512.

741C

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

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[SaSa's solution](#)

513.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2016-11-11 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp
[SaSa's solution](#)

514.

724G

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

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees
[SaSa's solution](#)

515.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths
[SaSa's solution](#)

516.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math
[SaSa's solution](#)

517.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[SaSa's solution](#)

518.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees
[SaSa's solution](#)

519.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[SaSa's solution](#)

520.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-05-02 · GNU C++11 (first AC) · Tags: data structures, implementation, trees
[SaSa's solution](#)

521.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2017-07-27 · last AC: 2017-07-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees
[SaSa's solution](#)

522.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms
[SaSa's solution](#)

523.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: dp, hashing

[SaSa's solution](#)

524.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, strings

[SaSa's solution](#)

525.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2017-06-29 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[SaSa's solution](#)

526.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[SaSa's solution](#)

527.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: constructive algorithms, fft, math

[SaSa's solution](#)

528.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2016-12-13 · GNU C++11 (first AC) · Tags: math, matrices

[SaSa's solution](#)

529.

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2016-11-08 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures, strings

[SaSa's solution](#)

530.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2017-01-01 · GNU C++11 (first AC) · Tags: data structures

[SaSa's solution](#)

531.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[SaSa's solution](#)

532.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2019-01-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[SaSa's solution](#)

533.

102900K

[Traveling Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

534.

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

535.

102900I

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

536.

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

537.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

538.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

539.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

540.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

541.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

542.

102896G

[Geometrical Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

543.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

544.

102896L

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

Rating: — · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

545.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

546.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

547.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

548.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

549.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

550.

102346E

[Exhibition of Clownfish](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

551.

102346F

[Forests in Danger](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

552.

102346I

[Interplanetary](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

553.

102346J

[Jar of Water Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

554.

102346K

[Keep Calm and Sell Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

555.

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

556.

102346G

[Getting Confidence](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

557.

102346L

[Less Coin Tosses](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

558.

102346A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

559.

102346M

[Maratona Brasileira de Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

560.

102346H

[Hour for a Run](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

561.

102346B

[Buffoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

562.

102861C

[Concatenating Teams](#) · [Tutorial](#)

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

[SaSa's solution](#)

563.

102861K

[Between Us](#) · [Tutorial](#)

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

[SaSa's solution](#)

564.

102861M

[Machine Gun](#) · [Tutorial](#)

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

[SaSa's solution](#)

565.

102861I

[Interactivity](#) · [Tutorial](#)

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

[SaSa's solution](#)

566.

102861N

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

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

[SaSa's solution](#)

567.

102861A

[Sticker Album](#) · [Tutorial](#)

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

[SaSa's solution](#)

568.

102861H

[SBC's Hangar](#) · [Tutorial](#)

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

[SaSa's solution](#)

569.

102861E

[Party Company](#) · [Tutorial](#)

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

[SaSa's solution](#)

570.

102861L

[Lavaspar](#) · [Tutorial](#)

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

[SaSa's solution](#)

571.

102861F

[Fastminton](#) · [Tutorial](#)

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

[SaSa's solution](#)

572.

102861B

[Battleship](#) · [Tutorial](#)

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

[SaSa's solution](#)

573.

102861G

[Game Show!](#) · [Tutorial](#)

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

[SaSa's solution](#)

574.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

575.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

576.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

577.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

578.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

579.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

580.

102576J

[Space Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

581.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

582.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

583.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

584.

102576F

[The Halfwitters](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

585.

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

586.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

587.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

588.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks

[SaSa's solution](#)

589.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, geometry, implementation

[SaSa's solution](#)

590.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[SaSa's solution](#)

591.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special

[SaSa's solution](#)

592.

102428J

[Jumping Grasshoper](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

593.

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

594.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

595.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

596.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

597.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

598.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

599.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

600.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

601.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

602.

102341K

[Kecleon](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

603.

102341J

[Jigglypuff](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

604.

102341H

[Hypno](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

605.

102341A

[Alakazam](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

606.

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

607.

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

608.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

609.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

610.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

611.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

612.

100792I

[Illegal or Not? · Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

613.

100792A

[Anagrams · Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

614.

101194B

[Hemi Palindrome · Tutorial](#)

Rating: — · first AC: 2019-10-25 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

615.

101194G

[Pandaria · Tutorial](#)

Rating: — · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

616.

101194F

[Mr. Panda and Fantastic Beasts · Tutorial](#)

Rating: — · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

617.

101194D

[Great Cells · Tutorial](#)

Rating: — · first AC: 2019-10-25 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

618.

101194E

[Bet · Tutorial](#)

Rating: — · first AC: 2019-10-25 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

619.

101194A

[Mr. Panda and Strips · Tutorial](#)

Rating: — · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

620.

101194C

[World Cup · Tutorial](#)

Rating: — · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

621.

101194H

[Ice Cream Tower · Tutorial](#)

Rating: — · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

622.

101194L

[Number Theory Problem · Tutorial](#)

Rating: — · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

623.

100962J

[Jimi Hendrix](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[SaSa's solution](#)

624.

100962H

[Hans Zimmer](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

625.

100962G

[Green Day](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[SaSa's solution](#)

626.

100962E

[Elvis Presley](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[SaSa's solution](#)

627.

100962A

[ABBA](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

628.

100524E

[Ebola Virus](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[SaSa's solution](#)

629.

100524B

[Bipartite Bicolored Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-01 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

630.

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-01 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

631.

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-01 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

632.

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-01 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

633.

100524A

[Astronomy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-01 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

634.

101206F

[Periodical Cicadas](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · last AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[SaSa's solution](#)

635.

101206D

[Game Leader](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[SaSa's solution](#)

636.

101206E

[Problem Buyer](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[SaSa's solution](#)

637.

101206G

[Pandaland](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

638.

101206I

[Mr. Panda and Crystal](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[SaSa's solution](#)

639.

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[SaSa's solution](#)

640.

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

641.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[SaSa's solution](#)

642.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[SaSa's solution](#)

643.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

644.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,265 global accepts · Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: *special, implementation

[SaSa's solution](#)

645.

undefined288

[Best Tournament Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

646.

undefined122

[The book](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · GNU C++11 (first AC) · Tags: *special

[SaSa's solution](#)

647.

undefined108

[Self-numbers II](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

648.

undefined199

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: *special

[SaSa's solution](#)

649.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

650.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

651.

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

652.

101635D

[Candy Chain](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

653.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

654.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

655.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

656.

101667J

[Strongly Matchable](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-14 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

657.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-14 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

658.

101667H

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

Rating: — · first AC: 2018-12-14 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

659.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-14 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

660.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-14 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

661.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-14 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

662.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-14 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

663.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-14 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

664.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-14 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

665.

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

666.

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

667.

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

668.

100827F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

669.

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

670.

100827L

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

671.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

672.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

673.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

674.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

675.

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

676.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

677.

101669F

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

Rating: — · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

678.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

679.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

680.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

681.

101741K

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

Rating: — · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

682.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

683.

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

684.

undefined238

[Uncle Vasya and Bags for Potatoes](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

685.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-25 · GNU C++11 (first AC) · Tags: *special

[SaSa's solution](#)

686.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

687.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

688.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

689.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

690.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

691.

100015D

[Drunken Walk](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

692.

100015G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-26 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

693.

100015C

[City Driving](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-26 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

694.

100015H

[Hidden Code](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

695.

100015F

[Fighting for Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

696.

100015B

[Ball Painting](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[SaSa's solution](#)

697.

100015A

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

Rating: — · first AC: 2017-04-26 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

698.

101234D

[Forest Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-01 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

699.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-28 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

700.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-28 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

701.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-28 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

702.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-28 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

703.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-28 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

704.

100431E

[Word Cover](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-18 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

705.

100431D

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-18 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

706.

100431F

[Permutations with Monotonic Segments](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-18 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

707.

100431A

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

Rating: — · first AC: 2017-01-18 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

708.

100199F

[Get Out!](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

709.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

710.

100199G

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

711.

100199H

[Cracking' RSA](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

712.

100199C

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

713.

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

714.

100199D

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

Rating: — · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

715.

100199A

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

716.

101190B

[Binary Code](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-03 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

717.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-03 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

718.

100959F

[Number Cards](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-01 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

719.

100959J

[Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-01 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

720.

100959C

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-01 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

721.

100959L

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

Rating: — · first AC: 2017-01-01 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

722.

100959A

[2016](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-01 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

723.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-01 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

724.

100958C

[Clique Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-29 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

725.

100958A

[Manhattan](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-29 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

726.

101137K

[Knights of the Old Republic](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

727.

101137I

[Interesting Interactive Idea](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

728.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

729.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

730.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

731.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

732.

100520E

[Elegant Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-16 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

733.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-16 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

734.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-16 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

735.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-16 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

736.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-02 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

737.

100085D

[Dictionary Size](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

738.

100085A

[ASCII Area](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

739.

100085G

[GCD Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

740.

100085B

[Binary Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

741.

100085K

[Kingdom Roadmap](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

742.

100085I

[Interactive Permutation Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

743.

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

744.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

745.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

746.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

747.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

748.

100851C

[Cactus Jubilee](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

749.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

750.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

751.

101095Y

[Get to Work](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

752.

101095K

[Key Task](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

753.

101095Z

[Dance Around The Clock](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

754.

101095X

[Investing at the Market](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

755.

101095B

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

Rating: — · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

756.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

757.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

758.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

759.

100162B

[Circle of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

760.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-17 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

761.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-17 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

762.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-17 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)

763.

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2016-07-08 · GNU C++11 (first AC) · Tags: combinatorics, math, matrices

[SaSa's solution](#)

764.

100685C

[Cinderella](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-26 · GNU C++11 (first AC) · Tags: —

[SaSa's solution](#)