

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

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# Unique solved — Sanja

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

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

Filters: [none](#)

Count: 829

- 1.**  
2094A  
[Trippi Troppi](#) · [Tutorial](#)  
Quality: 56,304 global accepts · Rating: 800 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[Sanja's solution](#)
- 2.**  
2094B  
[Bobritto Bandito](#) · [Tutorial](#)  
Quality: 33,152 global accepts · Rating: 800 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[Sanja's solution](#)
- 3.**  
1742A  
[Sum](#) · [Tutorial](#)  
Quality: 104,332 global accepts · Rating: 800 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sanja's solution](#)
- 4.**  
101911I  
[Heist](#) · [Tutorial](#)  
Rating: 800 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sanja's solution](#)
- 5.**  
1352A  
[Sum of Round Numbers](#) · [Tutorial](#)  
Quality: 104,151 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Sanja's solution](#)
- 6.**  
1257A  
[Two Rival Students](#) · [Tutorial](#)  
Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Sanja's solution](#)
- 7.**  
1097A  
[Gennady and a Card Game](#) · [Tutorial](#)  
Quality: 43,812 global accepts · Rating: 800 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[Sanja's solution](#)
- 8.**  
1091A  
[New Year and the Christmas Ornament](#) · [Tutorial](#)  
Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[Sanja's solution](#)
- 9.**  
1054A  
[Elevator or Stairs?](#) · [Tutorial](#)  
Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Sanja's solution](#)
- 10.**  
996A  
[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,390 global accepts · Rating: 800 · first AC: 2018-07-07 · Python 3 (first AC) · Tags: dp, greedy

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**11.**

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,676 global accepts · Rating: 800 · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Sanja's solution](#)

**12.**

758A

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

Quality: 75,316 global accepts · Rating: 800 · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sanja's solution](#)

**13.**

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,030 global accepts · Rating: 800 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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**14.**

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,132 global accepts · Rating: 800 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: brute force, implementation

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**15.**

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,257 global accepts · Rating: 800 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sanja's solution](#)

**16.**

750A

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

Quality: 92,566 global accepts · Rating: 800 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[Sanja's solution](#)

**17.**

723A

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

Quality: 100,731 global accepts · Rating: 800 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[Sanja's solution](#)

**18.**

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,573 global accepts · Rating: 800 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sanja's solution](#)

**19.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,123 global accepts · Rating: 800 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**20.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,444 global accepts · Rating: 800 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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**21.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,572 global accepts · Rating: 800 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sanja's solution](#)

**22.**

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,415 global accepts · Rating: 800 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[Sanja's solution](#)

**23.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,553 global accepts · Rating: 800 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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**24.**

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,949 global accepts · Rating: 800 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: implementation

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**25.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,989 global accepts · Rating: 800 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: implementation, strings

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**26.**

443A

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

Quality: 112,082 global accepts · Rating: 800 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

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**27.**

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,230 global accepts · Rating: 800 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: implementation

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**28.**

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · FPC (first AC) · Tags: brute force, implementation

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**29.**

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-05 · FPC (first AC) · Tags: \*special, implementation, sortings

[Sanja's solution](#)

**30.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,847 global accepts · Rating: 800 · first AC: 2017-01-26 · FPC (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Sanja's solution](#)

**31.**

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,098 global accepts · Rating: 800 · first AC: 2016-12-22 · FPC (first AC) · Tags: greedy, implementation, math, number theory

[Sanja's solution](#)

**32.**

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2016-12-21 · FPC (first AC) · Tags: brute force, math

[Sanja's solution](#)

**33.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,771 global accepts · Rating: 800 · first AC: 2015-08-06 · last AC: 2016-11-15 · FPC (first AC) · Tags: brute force

[Sanja's solution](#)

**34.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,364 global accepts · Rating: 800 · first AC: 2013-09-14 · last AC: 2016-11-15 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**35.**

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,031 global accepts · Rating: 800 · first AC: 2016-09-02 · FPC (first AC) · Tags: dp, greedy, implementation

[Sanja's solution](#)

**36.**

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,595 global accepts · Rating: 800 · first AC: 2016-08-31 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**37.**

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,795 global accepts · Rating: 800 · first AC: 2016-08-30 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**38.**

711A

[Bus to Udayland](#) · [Tutorial](#)

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

[Sanja's solution](#)

**39.**

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2016-08-25 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**40.**

710A

[King Moves](#) · [Tutorial](#)

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

[Sanja's solution](#)

**41.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,674 global accepts · Rating: 800 · first AC: 2016-06-01 · FPC (first AC) · Tags: implementation

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**42.**

676A

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

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

[Sanja's solution](#)

**43.**

664A

[Complicated GCD](#) · [Tutorial](#)

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**44.**

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,835 global accepts · Rating: 800 · first AC: 2016-04-13 · Python 3 (first AC) · Tags: implementation

[Sanja's solution](#)

**45.**

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

Quality: 7,697 global accepts · Rating: 800 · first AC: 2016-04-07 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**46.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,228 global accepts · Rating: 800 · first AC: 2016-04-06 · FPC (first AC) · Tags: brute force

[Sanja's solution](#)

**47.**

144A

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

Quality: 121,436 global accepts · Rating: 800 · first AC: 2016-04-06 · FPC (first AC) · Tags: implementation

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**48.**

100944B

[B > C > D > A > B C D](#) · [Tutorial](#)

Rating: 800 · first AC: 2016-03-23 · FPC (first AC) · Tags: —

[Sanja's solution](#)

**49.**

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,762 global accepts · Rating: 800 · first AC: 2016-03-06 · FPC (first AC) · Tags: implementation

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**50.**

629A

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

Quality: 14,848 global accepts · Rating: 800 · first AC: 2016-02-29 · FPC (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[Sanja's solution](#)

**51.**

630A

[Again Twenty Five!](#) · [Tutorial](#)

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[Sanja's solution](#)

**52.**

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,163 global accepts · Rating: 800 · first AC: 2016-02-04 · FPC (first AC) · Tags: math

[Sanja's solution](#)

**53.**

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,807 global accepts · Rating: 800 · first AC: 2016-01-29 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**54.**

469A

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

Quality: 121,224 global accepts · Rating: 800 · first AC: 2016-01-26 · FPC (first AC) · Tags: greedy, implementation

[Sanja's solution](#)

**55.**

41A

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Quality: 188,493 global accepts · Rating: 800 · first AC: 2016-01-26 · FPC (first AC) · Tags: implementation, strings

[Sanja's solution](#)

**56.**

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,257 global accepts · Rating: 800 · first AC: 2016-01-26 · FPC (first AC) · Tags: brute force, implementation, math

[Sanja's solution](#)

**57.**

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,109 global accepts · Rating: 800 · first AC: 2016-01-26 · FPC (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[Sanja's solution](#)

**58.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,196 global accepts · Rating: 800 · first AC: 2016-01-23 · Haskell (first AC) · Tags: math

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**59.**

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 800 · first AC: 2016-01-21 · Python 3 (first AC) · Tags: implementation, math

[Sanja's solution](#)

**60.**

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,431 global accepts · Rating: 800 · first AC: 2015-12-19 · FPC (first AC) · Tags: greedy, implementation, sortings

[Sanja's solution](#)

**61.**

599A

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

Quality: 31,440 global accepts · Rating: 800 · first AC: 2015-11-20 · FPC (first AC) · Tags: implementation

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**62.**

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,971 global accepts · Rating: 800 · first AC: 2015-09-28 · FPC (first AC) · Tags: implementation, math

[Sanja's solution](#)

**63.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

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[Sanja's solution](#)

**64.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,558 global accepts · Rating: 800 · first AC: 2015-08-06 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**65.**

472A

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

Quality: 70,783 global accepts · Rating: 800 · first AC: 2015-08-06 · FPC (first AC) · Tags: math, number theory

[Sanja's solution](#)

**66.**

467A

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[Sanja's solution](#)

**67.**

110A

[Nearly Lucky Number](#) · [Tutorial](#)

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**68.**

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2015-08-06 · FPC (first AC) · Tags: implementation

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**69.**

148A

[Insomnia cure](#) · [Tutorial](#)

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**70.**

236A

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**71.**

281A

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[Sanja's solution](#)

**72.**

112A

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

Quality: 287,310 global accepts · Rating: 800 · first AC: 2015-08-06 · FPC (first AC) · Tags: implementation, strings

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**73.**

266A

[Stones on the Table](#) · [Tutorial](#)

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**74.**

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · FPC (first AC) · Tags: constructive algorithms, math

[Sanja's solution](#)

**75.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,376 global accepts · Rating: 800 · first AC: 2014-12-28 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**76.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,579 global accepts · Rating: 800 · first AC: 2014-12-28 · FPC (first AC) · Tags: implementation

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**77.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,355 global accepts · Rating: 800 · first AC: 2014-11-26 · FPC (first AC) · Tags: brute force, greedy

[Sanja's solution](#)

**78.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,790 global accepts · Rating: 800 · first AC: 2014-11-26 · FPC (first AC) · Tags: greedy, math

[Sanja's solution](#)

**79.**

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,372 global accepts · Rating: 800 · first AC: 2014-11-26 · FPC (first AC) · Tags: strings

[Sanja's solution](#)

**80.**

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,170 global accepts · Rating: 800 · first AC: 2014-11-17 · FPC (first AC) · Tags: implementation, math

[Sanja's solution](#)

**81.**

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,959 global accepts · Rating: 800 · first AC: 2014-05-21 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**82.**

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,512 global accepts · Rating: 800 · first AC: 2014-05-15 · FPC (first AC) · Tags: greedy, implementation, sortings

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**83.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,249 global accepts · Rating: 800 · first AC: 2014-05-02 · FPC (first AC) · Tags: implementation

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**84.**

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 800 · first AC: 2014-04-27 · FPC (first AC) · Tags: implementation

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**85.**

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 800 · first AC: 2014-04-14 · FPC (first AC) · Tags: \*special, implementation

[Sanja's solution](#)

**86.**

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2014-04-04 · FPC (first AC) · Tags: implementation

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**87.**

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2014-03-10 · FPC (first AC) · Tags: implementation, math

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**88.**

384A

[Coder](#) · [Tutorial](#)

Quality: 17,219 global accepts · Rating: 800 · first AC: 2014-01-20 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**89.**

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,839 global accepts · Rating: 800 · first AC: 2014-01-12 · FPC (first AC) · Tags: greedy, implementation, two pointers

[Sanja's solution](#)

**90.**

378A

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

Quality: 25,937 global accepts · Rating: 800 · first AC: 2014-01-03 · FPC (first AC) · Tags: brute force

[Sanja's solution](#)

**91.**

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,821 global accepts · Rating: 800 · first AC: 2013-11-10 · FPC (first AC) · Tags: constructive algorithms, implementation

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**92.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,424 global accepts · Rating: 800 · first AC: 2013-08-28 · FPC (first AC) · Tags: greedy, implementation, sortings, strings

[Sanja's solution](#)

**93.**

155A

[I love \%username\%](#) · [Tutorial](#)

Quality: 93,678 global accepts · Rating: 800 · first AC: 2012-11-23 · FPC (first AC) · Tags: brute force

[Sanja's solution](#)

**94.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,020 global accepts · Rating: 800 · first AC: 2012-11-02 · FPC (first AC) · Tags: brute force, math

[Sanja's solution](#)

**95.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,543 global accepts · Rating: 800 · first AC: 2012-11-02 · FPC (first AC) · Tags: \*special, implementation

[Sanja's solution](#)

**96.**

2094C

[Brr Brrr Patapim](#) · [Tutorial](#)

Quality: 30,493 global accepts · Rating: 900 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sanja's solution](#)

**97.**

1055A

[Metro](#) · [Tutorial](#)

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

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**98.**

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**99.**

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Sanja's solution](#)

**100.**

913A

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

Quality: 24,180 global accepts · Rating: 900 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, math

[Sanja's solution](#)

**101.**

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,991 global accepts · Rating: 900 · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Sanja's solution](#)

**102.**

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,708 global accepts · Rating: 900 · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sanja's solution](#)

**103.**

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,394 global accepts · Rating: 900 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sanja's solution](#)

**104.**

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,052 global accepts · Rating: 900 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[Sanja's solution](#)

**105.**

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,135 global accepts · Rating: 900 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sanja's solution](#)

**106.**

115A

[Party](#) · [Tutorial](#)

Quality: 43,364 global accepts · Rating: 900 · first AC: 2017-09-27 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[Sanja's solution](#)

**107.**

847G

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

Quality: 7,648 global accepts · Rating: 900 · first AC: 2017-09-18 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**108.**

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · Python 3 (first AC) · Tags: brute force, implementation, strings

[Sanja's solution](#)

**109.**

768A

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

Quality: 30,845 global accepts · Rating: 900 · first AC: 2017-02-20 · FPC (first AC) · Tags: constructive algorithms, sortings

[Sanja's solution](#)

**110.**

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · FPC (first AC) · Tags: implementation, math

[Sanja's solution](#)

**111.**

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,641 global accepts · Rating: 900 · first AC: 2016-12-21 · FPC (first AC) · Tags: implementation, strings

[Sanja's solution](#)

**112.**

729A

[Interview with Oleg](#) · [Tutorial](#)

Quality: 8,096 global accepts · Rating: 900 · first AC: 2016-11-20 · FPC (first AC) · Tags: implementation, strings

[Sanja's solution](#)

**113.**

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,345 global accepts · Rating: 900 · first AC: 2016-08-26 · FPC (first AC) · Tags: brute force, geometry, implementation

[Sanja's solution](#)

**114.**

299B

[Ksusha the Squirrel](#) · [Tutorial](#)

Quality: 6,441 global accepts · Rating: 900 · first AC: 2016-05-27 · FPC (first AC) · Tags: brute force, implementation

[Sanja's solution](#)

**115.**

670A

[Holidays](#) · [Tutorial](#)

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

[Sanja's solution](#)

**116.**

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2016-04-06 · Python 3 (first AC) · Tags: implementation

[Sanja's solution](#)

**117.**

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 900 · first AC: 2016-03-19 · FPC (first AC) · Tags: brute force, implementation, sortings

[Sanja's solution](#)

**118.**

631A

[Interview](#) · [Tutorial](#)

Quality: 9,751 global accepts · Rating: 900 · first AC: 2016-03-03 · FPC (first AC) · Tags: brute force, implementation

[Sanja's solution](#)

**119.**

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,679 global accepts · Rating: 900 · first AC: 2016-01-31 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**120.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,922 global accepts · Rating: 900 · first AC: 2016-01-26 · FPC (first AC) · Tags: greedy

[Sanja's solution](#)

**121.**

616A

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

Quality: 10,833 global accepts · Rating: 900 · first AC: 2016-01-11 · Scala (first AC) · Tags: implementation, strings

[Sanja's solution](#)

**122.**

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**123.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,222 global accepts · Rating: 900 · first AC: 2015-11-13 · FPC (first AC) · Tags: math

[Sanja's solution](#)

**124.**

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,284 global accepts · Rating: 900 · first AC: 2015-11-12 · FPC (first AC) · Tags: implementation, math

[Sanja's solution](#)

**125.**

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: greedy

[Sanja's solution](#)

**126.**

580A

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

Quality: 104,707 global accepts · Rating: 900 · first AC: 2015-09-23 · FPC (first AC) · Tags: brute force, dp, implementation

[Sanja's solution](#)

**127.**

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,028 global accepts · Rating: 900 · first AC: 2015-08-06 · FPC (first AC) · Tags: brute force, implementation, math

[Sanja's solution](#)

**128.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,759 global accepts · Rating: 900 · first AC: 2015-08-06 · FPC (first AC) · Tags: greedy, sortings

[Sanja's solution](#)

**129.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,023 global accepts · Rating: 900 · first AC: 2015-08-06 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**130.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,677 global accepts · Rating: 900 · first AC: 2015-08-06 · FPC (first AC) · Tags: implementation, strings

[Sanja's solution](#)

**131.**

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,157 global accepts · Rating: 900 · first AC: 2015-06-06 · FPC (first AC) · Tags: implementation, strings

[Sanja's solution](#)

**132.**

424A

[Squats](#) · [Tutorial](#)

Quality: 9,188 global accepts · Rating: 900 · first AC: 2015-03-25 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**133.**

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2014-09-07 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**134.**

369A

[Valera and Plates](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 900 · first AC: 2014-04-11 · FPC (first AC) · Tags: greedy, implementation

[Sanja's solution](#)

**135.**

415A

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

Quality: 9,591 global accepts · Rating: 900 · first AC: 2014-04-06 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**136.**

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,984 global accepts · Rating: 900 · first AC: 2014-03-31 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**137.**

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,500 global accepts · Rating: 900 · first AC: 2014-03-22 · FPC (first AC) · Tags: greedy, implementation, sortings

[Sanja's solution](#)

**138.**

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,544 global accepts · Rating: 900 · first AC: 2014-01-30 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**139.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,079 global accepts · Rating: 900 · first AC: 2012-12-13 · FPC (first AC) · Tags: strings

[Sanja's solution](#)

**140.**

101911J

[Buying a TV Set](#) · [Tutorial](#)

Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**141.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Sanja's solution](#)

**142.**

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[Sanja's solution](#)

**143.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sanja's solution](#)

**144.**

1257B

[Magic Stick](#) · [Tutorial](#)

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

[Sanja's solution](#)

**145.**

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sanja's solution](#)

**146.**

476A

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

Quality: 51,623 global accepts · Rating: 1000 · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sanja's solution](#)

**147.**

577A

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

Quality: 45,288 global accepts · Rating: 1000 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[Sanja's solution](#)

**148.**

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sanja's solution](#)

**149.**

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,618 global accepts · Rating: 1000 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sanja's solution](#)

**150.**

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,388 global accepts · Rating: 1000 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sanja's solution](#)

**151.**

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: implementation, math

[Sanja's solution](#)

**152.**

732B

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

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2017-01-26 · FPC (first AC) · Tags: dp, greedy

[Sanja's solution](#)

**153.**

733A

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-11-14 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**154.**

725A

[Jumping Ball](#) · [Tutorial](#)

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

[Sanja's solution](#)

**155.**

670B

[Game of Robots](#) · [Tutorial](#)

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

[Sanja's solution](#)

**156.**

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**157.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,296 global accepts · Rating: 1000 · first AC: 2016-04-06 · Python 3 (first AC) · Tags: brute force, math

[Sanja's solution](#)

**158.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,406 global accepts · Rating: 1000 · first AC: 2016-04-06 · FPC (first AC) · Tags: implementation, math

[Sanja's solution](#)

**159.**

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2016-03-25 · FPC (first AC) · Tags: sortings

[Sanja's solution](#)

**160.**

637A

[Voting for Photos](#) · [Tutorial](#)

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-14 · FPC (first AC) · Tags: \*special, constructive algorithms, implementation

[Sanja's solution](#)

**161.**

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · FPC (first AC) · Tags: brute force, implementation

[Sanja's solution](#)

**162.**

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-21 · Scala (first AC) · Tags: implementation

[Sanja's solution](#)

**163.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-01-11 · FPC (first AC) · Tags: games, greedy

[Sanja's solution](#)

**164.**

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,559 global accepts · Rating: 1000 · first AC: 2015-12-27 · FPC (first AC) · Tags: combinatorics, math

[Sanja's solution](#)

**165.**

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,918 global accepts · Rating: 1000 · first AC: 2015-12-23 · FPC (first AC) · Tags: implementation, math

[Sanja's solution](#)

**166.**

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-03 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**167.**

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,944 global accepts · Rating: 1000 · first AC: 2015-09-29 · FPC (first AC) · Tags: bitmasks

[Sanja's solution](#)

**168.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,818 global accepts · Rating: 1000 · first AC: 2015-08-06 · FPC (first AC) · Tags: brute force, number theory

[Sanja's solution](#)

**169.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,991 global accepts · Rating: 1000 · first AC: 2015-08-06 · FPC (first AC) · Tags: implementation, strings

[Sanja's solution](#)

**170.**

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,010 global accepts · Rating: 1000 · first AC: 2015-04-14 · FPC (first AC) · Tags: brute force, implementation

[Sanja's solution](#)

**171.**

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1000 · first AC: 2015-02-17 · FPC (first AC) · Tags: math

[Sanja's solution](#)

**172.**

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,743 global accepts · Rating: 1000 · first AC: 2015-01-23 · FPC (first AC) · Tags: greedy, implementation, sortings

[Sanja's solution](#)

**173.**

500A

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

Quality: 62,709 global accepts · Rating: 1000 · first AC: 2014-12-30 · FPC (first AC) · Tags: dfs and similar, graphs, implementation

[Sanja's solution](#)

**174.**

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,838 global accepts · Rating: 1000 · first AC: 2014-12-24 · FPC (first AC) · Tags: implementation, strings

[Sanja's solution](#)

**175.**

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,719 global accepts · Rating: 1000 · first AC: 2014-12-24 · FPC (first AC) · Tags: greedy, implementation

[Sanja's solution](#)

**176.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,473 global accepts · Rating: 1000 · first AC: 2014-11-26 · FPC (first AC) · Tags: implementation, strings

[Sanja's solution](#)

**177.**

491A

[Up the hill](#) · [Tutorial](#)

Quality: 3,486 global accepts · Rating: 1000 · first AC: 2014-11-20 · FPC (first AC) · Tags: constructive algorithms, implementation

[Sanja's solution](#)

**178.**

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2014-09-07 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**179.**

462A

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

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2014-08-26 · FPC (first AC) · Tags: brute force, implementation

[Sanja's solution](#)

**180.**

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,514 global accepts · Rating: 1000 · first AC: 2014-08-12 · FPC (first AC) · Tags: brute force, implementation, strings

[Sanja's solution](#)

**181.**

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2014-03-19 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**182.**

400A

[Inna and Choose Options](#) · [Tutorial](#)

Quality: 6,866 global accepts · Rating: 1000 · first AC: 2014-03-05 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**183.**

385A

[Bear and Raspberry](#) · [Tutorial](#)

Quality: 17,326 global accepts · Rating: 1000 · first AC: 2014-01-30 · FPC (first AC) · Tags: brute force, greedy, implementation

[Sanja's solution](#)

**184.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2013-12-30 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**185.**

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2013-11-02 · FPC (first AC) · Tags: constructive algorithms, greedy, implementation

[Sanja's solution](#)

**186.**

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,680 global accepts · Rating: 1000 · first AC: 2013-02-13 · FPC (first AC) · Tags: implementation, math

[Sanja's solution](#)

**187.**

259A

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

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2012-12-22 · FPC (first AC) · Tags: brute force, strings

[Sanja's solution](#)

**188.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,015 global accepts · Rating: 1000 · first AC: 2012-11-29 · FPC (first AC) · Tags: greedy, strings

[Sanja's solution](#)

**189.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,506 global accepts · Rating: 1000 · first AC: 2012-11-10 · FPC (first AC) · Tags: greedy, sortings

[Sanja's solution](#)

**190.**

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2012-11-04 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**191.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,300 global accepts · Rating: 1000 · first AC: 2012-03-17 · FPC (first AC) · Tags: math

[Sanja's solution](#)

**192.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,868 global accepts · Rating: 1100 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[Sanja's solution](#)

**193.**

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Sanja's solution](#)

**194.**

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,713 global accepts · Rating: 1100 · first AC: 2017-11-04 · last AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Sanja's solution](#)

**195.**

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,830 global accepts · Rating: 1100 · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[Sanja's solution](#)

**196.**

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sanja's solution](#)

**197.**

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: greedy, math

[Sanja's solution](#)

**198.**

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2017-02-14 · FPC (first AC) · Tags: greedy, implementation, strings

[Sanja's solution](#)

**199.**

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-11-14 · FPC (first AC) · Tags: math

[Sanja's solution](#)

**200.**

706B

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

Quality: 84,481 global accepts · Rating: 1100 · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[Sanja's solution](#)

**201.**

682A

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

Quality: 23,995 global accepts · Rating: 1100 · first AC: 2016-08-23 · FPC (first AC) · Tags: constructive algorithms, math, number theory

[Sanja's solution](#)

**202.**

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2016-05-27 · FPC (first AC) · Tags: greedy

[Sanja's solution](#)

**203.**

667B

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

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

[Sanja's solution](#)

**204.**

667A

[Pouring Rain](#) · [Tutorial](#)

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

[Sanja's solution](#)

**205.**

100944C

[A < C & B > C > D](#)

Rating: 1100 · first AC: 2016-03-23 · FPC (first AC) · Tags: —

[Sanja's solution](#)

**206.**

629B

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

Quality: 8,339 global accepts · Rating: 1100 · first AC: 2016-02-29 · FPC (first AC) · Tags: brute force

[Sanja's solution](#)

**207.**

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,694 global accepts · Rating: 1100 · first AC: 2016-02-26 · FPC (first AC) · Tags: brute force, math, number theory

[Sanja's solution](#)

**208.**

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,717 global accepts · Rating: 1100 · first AC: 2016-02-22 · Python 3 (first AC) · Tags: math, number theory

[Sanja's solution](#)

**209.**

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-22 · Python 3 (first AC) · Tags: math

[Sanja's solution](#)

**210.**

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,921 global accepts · Rating: 1100 · first AC: 2016-02-22 · Python 3 (first AC) · Tags: combinatorics, math

[Sanja's solution](#)

**211.**

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2016-02-04 · FPC (first AC) · Tags: greedy, sortings

[Sanja's solution](#)

**212.**

618B

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

Quality: 8,326 global accepts · Rating: 1100 · first AC: 2016-01-29 · FPC (first AC) · Tags: constructive algorithms

[Sanja's solution](#)

**213.**

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2015-12-19 · FPC (first AC) · Tags: constructive algorithms, implementation

[Sanja's solution](#)

**214.**

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: 1100 · first AC: 2015-11-18 · FPC (first AC) · Tags: greedy, implementation

[Sanja's solution](#)

**215.**

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-18 · FPC (first AC) · Tags: geometry, implementation

[Sanja's solution](#)

**216.**

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2015-09-28 · FPC (first AC) · Tags: implementation, math

[Sanja's solution](#)

**217.**

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,236 global accepts · Rating: 1100 · first AC: 2015-08-06 · FPC (first AC) · Tags: implementation, math

[Sanja's solution](#)

**218.**

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2015-04-14 · FPC (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[Sanja's solution](#)

**219.**

534A

[Exam](#) · [Tutorial](#)

Quality: 12,927 global accepts · Rating: 1100 · first AC: 2015-04-12 · FPC (first AC) · Tags: constructive algorithms, implementation, math

[Sanja's solution](#)

**220.**

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2015-03-26 · FPC (first AC) · Tags: greedy, hashing, strings

[Sanja's solution](#)

**221.**

527A

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

Quality: 15,554 global accepts · Rating: 1100 · first AC: 2015-03-17 · FPC (first AC) · Tags: implementation, math

[Sanja's solution](#)

**222.**

522B

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

Quality: 9,524 global accepts · Rating: 1100 · first AC: 2015-03-07 · FPC (first AC) · Tags: \*special, data structures, dp, implementation

[Sanja's solution](#)

**223.**

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,512 global accepts · Rating: 1100 · first AC: 2014-05-02 · FPC (first AC) · Tags: data structures, implementation

[Sanja's solution](#)

**224.**

382A

[Ksenia and Pan Scales](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2014-04-10 · FPC (first AC) · Tags: greedy, implementation

[Sanja's solution](#)

**225.**

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2014-03-22 · FPC (first AC) · Tags: —

[Sanja's solution](#)

**226.**

402A

[Nuts](#) · [Tutorial](#)

Quality: 4,879 global accepts · Rating: 1100 · first AC: 2014-03-16 · FPC (first AC) · Tags: greedy, math

[Sanja's solution](#)

**227.**

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2014-02-03 · FPC (first AC) · Tags: greedy, implementation

[Sanja's solution](#)

**228.**

381B

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

Quality: 7,355 global accepts · Rating: 1100 · first AC: 2014-01-12 · FPC (first AC) · Tags: greedy, implementation, sortings

[Sanja's solution](#)

**229.**

259C

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

Rating: 1100 · first AC: 2012-12-22 · FPC (first AC) · Tags: greedy, strings

[Sanja's solution](#)

**230.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,847 global accepts · Rating: 1100 · first AC: 2012-11-02 · FPC (first AC) · Tags: \*special, greedy, implementation

[Sanja's solution](#)

**231.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[Sanja's solution](#)

**232.**

1352C

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

Quality: 69,783 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Sanja's solution](#)

**233.**

1352B

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

Quality: 44,830 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Sanja's solution](#)

**234.**

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[Sanja's solution](#)

**235.**

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sanja's solution](#)

**236.**

1097B

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

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Sanja's solution](#)

**237.**

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Sanja's solution](#)

**238.**

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation

[Sanja's solution](#)

**239.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, trees

[Sanja's solution](#)

**240.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Sanja's solution](#)

**241.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sanja's solution](#)

**242.**

492B

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

Quality: 90,206 global accepts · Rating: 1200 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings

[Sanja's solution](#)

**243.**

811B

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

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-27 · FPC (first AC) · Tags: implementation, sortings

[Sanja's solution](#)

**244.**

795C

[Maximum Number](#) · [Tutorial](#)

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

[Sanja's solution](#)

**245.**

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-03-05 · FPC (first AC) · Tags: \*special, greedy, two pointers

[Sanja's solution](#)

**246.**

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2017-02-28 · FPC (first AC) · Tags: greedy, math

[Sanja's solution](#)

**247.**

776B

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

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2017-02-23 · FPC (first AC) · Tags: constructive algorithms, number theory

[Sanja's solution](#)

**248.**

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-14 · FPC (first AC) · Tags: math

[Sanja's solution](#)

**249.**

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2017-01-26 · FPC (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Sanja's solution](#)

**250.**

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-23 · FPC (first AC) · Tags: constructive algorithms

[Sanja's solution](#)

**251.**

729B

[Spotlights](#) · [Tutorial](#)

Quality: 8,703 global accepts · Rating: 1200 · first AC: 2016-11-20 · FPC (first AC) · Tags: dp, implementation

[Sanja's solution](#)

**252.**

725B

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

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

[Sanja's solution](#)

**253.**

708A

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

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

[Sanja's solution](#)

**254.**

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-08-23 · last AC: 2016-08-23 · GNU C++11 (first AC) · Tags: sortings

[Sanja's solution](#)

**255.**

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,961 global accepts · Rating: 1200 · first AC: 2016-04-11 · FPC (first AC) · Tags: greedy, implementation

[Sanja's solution](#)

**256.**

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,297 global accepts · Rating: 1200 · first AC: 2016-04-08 · last AC: 2016-04-08 · FPC (first AC) · Tags: greedy, implementation, math, number theory

[Sanja's solution](#)

**257.**

639A

[Bear and Displayed Friends](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**258.**

655B

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

Rating: 1200 · first AC: 2016-03-18 · FPC (first AC) · Tags: greedy, math

[Sanja's solution](#)

**259.**

655A

[Amity Assessment](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-03-18 · FPC (first AC) · Tags: brute force, implementation

[Sanja's solution](#)

**260.**

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,859 global accepts · Rating: 1200 · first AC: 2016-03-14 · FPC (first AC) · Tags: \*special, binary search, constructive algorithms, data structures, sortings

[Sanja's solution](#)

**261.**

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-03-03 · FPC (first AC) · Tags: constructive algorithms, implementation

[Sanja's solution](#)

**262.**

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,365 global accepts · Rating: 1200 · first AC: 2016-02-22 · Python 3 (first AC) · Tags: math

[Sanja's solution](#)

**263.**

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2015-12-25 · FPC (first AC) · Tags: implementation, math

[Sanja's solution](#)

**264.**

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2015-12-09 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**265.**

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2015-11-12 · FPC (first AC) · Tags: implementation, strings

[Sanja's solution](#)

**266.**

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2015-03-25 · FPC (first AC) · Tags: binary search, greedy, implementation, sortings

[Sanja's solution](#)

**267.**

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2015-03-07 · FPC (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees

[Sanja's solution](#)

**268.**

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,340 global accepts · Rating: 1200 · first AC: 2015-02-14 · FPC (first AC) · Tags: greedy, implementation

[Sanja's solution](#)

**269.**

462C

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

Rating: 1200 · first AC: 2014-08-26 · FPC (first AC) · Tags: implementation, sortings

[Sanja's solution](#)

**270.**

445A

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

Quality: 33,673 global accepts · Rating: 1200 · first AC: 2014-07-06 · FPC (first AC) · Tags: dfs and similar, implementation

[Sanja's solution](#)

**271.**

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2014-05-21 · FPC (first AC) · Tags: brute force, implementation

[Sanja's solution](#)

**272.**

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,260 global accepts · Rating: 1200 · first AC: 2014-05-15 · FPC (first AC) · Tags: brute force, greedy, implementation

[Sanja's solution](#)

**273.**

413A

[Data Recovery](#) · [Tutorial](#)

Quality: 2,967 global accepts · Rating: 1200 · first AC: 2014-04-20 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**274.**

302B

[Eugeny and Play List](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1200 · first AC: 2014-04-04 · FPC (first AC) · Tags: binary search, implementation, two pointers

[Sanja's solution](#)

**275.**

408B

[Garland](#) · [Tutorial](#)

Quality: 10,293 global accepts · Rating: 1200 · first AC: 2014-03-31 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**276.**

401B

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

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2014-03-10 · FPC (first AC) · Tags: greedy, implementation, math

[Sanja's solution](#)

**277.**

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2014-01-30 · FPC (first AC) · Tags: brute force, greedy, two pointers

[Sanja's solution](#)

**278.**

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 1200 · first AC: 2014-01-24 · FPC (first AC) · Tags: brute force, greedy, implementation, math, strings

[Sanja's solution](#)

**279.**

379B

[New Year Present](#) · [Tutorial](#)

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

[Sanja's solution](#)

**280.**

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2013-09-14 · FPC (first AC) · Tags: brute force, graphs, math

[Sanja's solution](#)

**281.**

254A

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

Quality: 7,737 global accepts · Rating: 1200 · first AC: 2012-12-09 · FPC (first AC) · Tags: constructive algorithms, sortings

[Sanja's solution](#)

**282.**

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sanja's solution](#)

**283.**

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Sanja's solution](#)

**284.**

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[Sanja's solution](#)

**285.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Sanja's solution](#)

**286.**

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Sanja's solution](#)

**287.**

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sanja's solution](#)

**288.**

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Sanja's solution](#)

**289.**

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sanja's solution](#)

**290.**

4C

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

Quality: 108,186 global accepts · Rating: 1300 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[Sanja's solution](#)

**291.**

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: implementation

[Sanja's solution](#)

**292.**

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2016-12-21 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**293.**

740A

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

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-11-23 · FPC (first AC) · Tags: brute force, implementation

[Sanja's solution](#)

**294.**

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-30 · FPC (first AC) · Tags: graphs

[Sanja's solution](#)

**295.**

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-08-25 · FPC (first AC) · Tags: brute force

[Sanja's solution](#)

**296.**

670C

[Cinema](#) · [Tutorial](#)

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

[Sanja's solution](#)

**297.**

640A

[Lazy Caterer Sequence](#) · [Tutorial](#)

Rating: 1300 · first AC: 2016-04-10 · J (first AC) · Tags: \*special

[Sanja's solution](#)

**298.**

653B

[Bear and Compressing](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · FPC (first AC) · Tags: brute force, dfs and similar, dp, strings

[Sanja's solution](#)

**299.**

633B

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

Quality: 7,239 global accepts · Rating: 1300 · first AC: 2016-02-26 · FPC (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Sanja's solution](#)

**300.**

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-22 · Python 3 (first AC) · Tags: combinatorics, math

[Sanja's solution](#)

**301.**

626B

[Cards](#) · [Tutorial](#)

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

[Sanja's solution](#)

**302.**

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-01-31 · FPC (first AC) · Tags: combinatorics, implementation

[Sanja's solution](#)

**303.**

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 1300 · first AC: 2016-01-23 · Scala (first AC) · Tags: combinatorics

[Sanja's solution](#)

**304.**

611B

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

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2015-12-30 · FPC (first AC) · Tags: bitmasks, brute force, implementation

[Sanja's solution](#)

**305.**

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1300 · first AC: 2015-12-27 · FPC (first AC) · Tags: constructive algorithms, implementation

[Sanja's solution](#)

**306.**

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,178 global accepts · Rating: 1300 · first AC: 2015-12-25 · last AC: 2015-12-25 · FPC (first AC) · Tags: binary search, data structures, sortings, two pointers

[Sanja's solution](#)

**307.**

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2015-11-13 · FPC (first AC) · Tags: implementation, strings

[Sanja's solution](#)

**308.**

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,994 global accepts · Rating: 1300 · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: math

[Sanja's solution](#)

**309.**

579B

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

Quality: 5,452 global accepts · Rating: 1300 · first AC: 2015-09-30 · FPC (first AC) · Tags: brute force, implementation, sortings

[Sanja's solution](#)

**310.**

573A

[Bear and Poker](#) · [Tutorial](#)

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

[Sanja's solution](#)

**311.**

526A

[King of Thieves](#) · [Tutorial](#)

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

[Sanja's solution](#)

**312.**

515B

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

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2015-02-17 · FPC (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[Sanja's solution](#)

**313.**

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2014-11-17 · FPC (first AC) · Tags: greedy, hashing, implementation

[Sanja's solution](#)

**314.**

462B

[Appleman and Card Game](#) · [Tutorial](#)

Quality: 15,567 global accepts · Rating: 1300 · first AC: 2014-08-26 · FPC (first AC) · Tags: greedy

[Sanja's solution](#)

**315.**

437A

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

Quality: 9,362 global accepts · Rating: 1300 · first AC: 2014-06-01 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**316.**

413B

[Spyke Chatting](#) · [Tutorial](#)

Quality: 1,844 global accepts · Rating: 1300 · first AC: 2014-04-20 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**317.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sanja's solution](#)

**318.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,706 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sanja's solution](#)

**319.**

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sanja's solution](#)

**320.**

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Sanja's solution](#)

**321.**

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Sanja's solution](#)

**322.**

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Sanja's solution](#)

**323.**

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[Sanja's solution](#)

**324.**

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Sanja's solution](#)

**325.**

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,582 global accepts · Rating: 1400 · first AC: 2017-01-25 · FPC (first AC) · Tags: greedy, implementation, sortings, two pointers

[Sanja's solution](#)

**326.**

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1400 · first AC: 2017-01-25 · FPC (first AC) · Tags: math, number theory

[Sanja's solution](#)

**327.**

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1400 · first AC: 2016-08-31 · FPC (first AC) · Tags: implementation, math

[Sanja's solution](#)

**328.**

711B

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

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-29 · FPC (first AC) · Tags: constructive algorithms, implementation

[Sanja's solution](#)

**329.**

710B

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

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-22 · last AC: 2016-08-22 · GNU C++11 (first AC) · Tags: brute force, sortings

[Sanja's solution](#)

**330.**

680C

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

Rating: 1400 · first AC: 2016-06-09 · Python 3 (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Sanja's solution](#)

**331.**

677B

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

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

[Sanja's solution](#)

**332.**

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2016-05-27 · FPC (first AC) · Tags: math

[Sanja's solution](#)

**333.**

670D1

[Magic Powder - 1](#) · [Tutorial](#)

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

[Sanja's solution](#)

**334.**

641B

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

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**335.**

637C

[Promocodes with Mistakes](#) · [Tutorial](#)

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-14 · FPC (first AC) · Tags: \*special, brute force, constructive algorithms, implementation

[Sanja's solution](#)

**336.**

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-22 · Python 3 (first AC) · Tags: implementation, math

[Sanja's solution](#)

**337.**

630H

[Benches](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1400 · first AC: 2016-02-22 · Python 3 (first AC) · Tags: combinatorics, math

[Sanja's solution](#)

**338.**

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,295 global accepts · Rating: 1400 · first AC: 2016-01-24 · PyPy 3 (first AC) · Tags: implementation, math

[Sanja's solution](#)

**339.**

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1400 · first AC: 2015-12-03 · FPC (first AC) · Tags: binary search, greedy

[Sanja's solution](#)

**340.**

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-09-28 · FPC (first AC) · Tags: implementation, math, sortings

[Sanja's solution](#)

**341.**

401C

[Team](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1400 · first AC: 2015-09-03 · FPC (first AC) · Tags: constructive algorithms, greedy, implementation

[Sanja's solution](#)

**342.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-04-26 · FPC (first AC) · Tags: constructive algorithms, dp, greedy, implementation

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**343.**

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2015-04-26 · FPC (first AC) · Tags: brute force, implementation

[Sanja's solution](#)

**344.**

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2015-04-12 · FPC (first AC) · Tags: dp, greedy, math

[Sanja's solution](#)

**345.**

526B

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

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

[Sanja's solution](#)

**346.**

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2015-03-26 · FPC (first AC) · Tags: constructive algorithms, greedy, math, strings

[Sanja's solution](#)

**347.**

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-02-24 · FPC (first AC) · Tags: greedy, implementation, strings

[Sanja's solution](#)

**348.**

515C

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Quality: 28,710 global accepts · Rating: 1400 · first AC: 2015-02-17 · FPC (first AC) · Tags: greedy, math, sortings

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**349.**

514B

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Quality: 22,637 global accepts · Rating: 1400 · first AC: 2015-02-14 · FPC (first AC) · Tags: brute force, data structures, geometry, implementation, math

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**350.**

513B1

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

[Sanja's solution](#)

**351.**

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2015-01-23 · FPC (first AC) · Tags: geometry, math

[Sanja's solution](#)

**352.**

492C

[Vanya and Exams](#) · [Tutorial](#)

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**353.**

445B

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2014-07-06 · FPC (first AC) · Tags: dfs and similar, dsu, greedy

[Sanja's solution](#)

**354.**

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2014-06-01 · FPC (first AC) · Tags: graphs, greedy, sortings

[Sanja's solution](#)

**355.**

430B

[Balls Game](#) · [Tutorial](#)

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[Sanja's solution](#)

**356.**

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,677 global accepts · Rating: 1400 · first AC: 2014-04-20 · FPC (first AC) · Tags: greedy, math

[Sanja's solution](#)

**357.**

417C

[Football](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 1400 · first AC: 2014-04-17 · FPC (first AC) · Tags: constructive algorithms, graphs, implementation

[Sanja's solution](#)

**358.**

415D

[Mashmokh and ACM](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-06 · FPC (first AC) · Tags: combinatorics, dp, number theory

[Sanja's solution](#)

**359.**

402B

[Trees in a Row](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1400 · first AC: 2014-03-16 · FPC (first AC) · Tags: brute force, implementation

[Sanja's solution](#)

**360.**

379C

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

Quality: 7,049 global accepts · Rating: 1400 · first AC: 2013-12-30 · FPC (first AC) · Tags: greedy, sortings

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**361.**

1352F

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Quality: 19,405 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

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**362.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[Sanja's solution](#)

**363.**

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Sanja's solution](#)

**364.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[Sanja's solution](#)

**365.**

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sanja's solution](#)

**366.**

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Sanja's solution](#)

**367.**

1054C

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Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Sanja's solution](#)

**368.**

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Sanja's solution](#)

**369.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Sanja's solution](#)

**370.**

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[Sanja's solution](#)

**371.**

455A

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Quality: 71,996 global accepts · Rating: 1500 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sanja's solution](#)

**372.**

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: implementation, strings

[Sanja's solution](#)

**373.**

847A

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

Quality: 3,878 global accepts · Rating: 1500 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: implementation

[Sanja's solution](#)

**374.**

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,686 global accepts · Rating: 1500 · first AC: 2017-09-05 · GNU C++ (first AC) · Tags: brute force, implementation

[Sanja's solution](#)

**375.**

795D

[Lie or Truth](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-04-05 · Haskell (first AC) · Tags: \*special, implementation, sortings

[Sanja's solution](#)

**376.**

771B

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

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[Sanja's solution](#)

**377.**

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-03-18 · FPC (first AC) · Tags: dfs and similar, dsu, graphs

[Sanja's solution](#)

**378.**

569A

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**379.**

749C

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Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-22 · FPC (first AC) · Tags: greedy, implementation, two pointers

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**380.**

707C

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Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: math, number theory

[Sanja's solution](#)

**381.**

677C

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**382.**

676B

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**383.**

676C

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**384.**

643A

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**385.**

670D2

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Quality: 19,395 global accepts · Rating: 1500 · first AC: 2016-05-05 · FPC (first AC) · Tags: binary search, implementation

[Sanja's solution](#)

**386.**

630K

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[Sanja's solution](#)

**387.**

614A

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Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-01-24 · Python 3 (first AC) · Tags: brute force, implementation

[Sanja's solution](#)

**388.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-01-21 · last AC: 2016-01-21 · GNU C++ (first AC) · Tags: greedy

[Sanja's solution](#)

**389.**

611C

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

Quality: 9,040 global accepts · Rating: 1500 · first AC: 2015-12-30 · FPC (first AC) · Tags: dp, implementation

[Sanja's solution](#)

**390.**

608B

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[Sanja's solution](#)

**391.**

609C

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Quality: 7,398 global accepts · Rating: 1500 · first AC: 2015-12-19 · FPC (first AC) · Tags: implementation, math

[Sanja's solution](#)

**392.**

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-20 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**393.**

588C

[Duff and Weight Lifting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-10-22 · last AC: 2015-10-22 · GNU C++ (first AC) · Tags: —

[Sanja's solution](#)

**394.**

580B

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Quality: 31,931 global accepts · Rating: 1500 · first AC: 2015-09-26 · FPC (first AC) · Tags: binary search, sortings, two pointers

[Sanja's solution](#)

**395.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,486 global accepts · Rating: 1500 · first AC: 2015-09-23 · FPC (first AC) · Tags: dfs and similar, graphs, trees

[Sanja's solution](#)

**396.**

527C

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Quality: 7,534 global accepts · Rating: 1500 · first AC: 2015-03-17 · FPC (first AC) · Tags: binary search, data structures, implementation

[Sanja's solution](#)

**397.**

527B

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Quality: 4,072 global accepts · Rating: 1500 · first AC: 2015-03-17 · FPC (first AC) · Tags: greedy

[Sanja's solution](#)

**398.**

495C

[Treasure](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-13 · FPC (first AC) · Tags: greedy, implementation

[Sanja's solution](#)

**399.**

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · FPC (first AC) · Tags: greedy

[Sanja's solution](#)

**400.**

437B

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

Quality: 10,449 global accepts · Rating: 1500 · first AC: 2014-06-01 · FPC (first AC) · Tags: bitmasks, greedy, implementation, sortings

[Sanja's solution](#)

**401.**

415C

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

Rating: 1500 · first AC: 2014-04-06 · FPC (first AC) · Tags: constructive algorithms, greedy, number theory

[Sanja's solution](#)

**402.**

409H

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

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2014-04-01 · FPC (first AC) · Tags: \*special, brute force, constructive algorithms, dsu, implementation

[Sanja's solution](#)

**403.**

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2014-03-19 · FPC (first AC) · Tags: implementation, math

[Sanja's solution](#)

**404.**

402C

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

Quality: 6,370 global accepts · Rating: 1500 · first AC: 2014-03-16 · FPC (first AC) · Tags: brute force, constructive algorithms, graphs

[Sanja's solution](#)

**405.**

384B

[Multitasking](#) · [Tutorial](#)

Quality: 3,804 global accepts · Rating: 1500 · first AC: 2014-01-20 · FPC (first AC) · Tags: greedy, implementation, sortings, two pointers

[Sanja's solution](#)

**406.**

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,414 global accepts · Rating: 1600 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Sanja's solution](#)

**407.**

101911A

[Coffee Break](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**408.**

1352G

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

Quality: 24,808 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Sanja's solution](#)

**409.**

1234D

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Quality: 18,594 global accepts · Rating: 1600 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Sanja's solution](#)

**410.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Sanja's solution](#)

**411.**

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

[Sanja's solution](#)

**412.**

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,992 global accepts · Rating: 1600 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[Sanja's solution](#)

**413.**

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: greedy

[Sanja's solution](#)

**414.**

847B

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

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: binary search, data structures

[Sanja's solution](#)

**415.**

569C

[Primes or Palindromes?](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-02-28 · FPC (first AC) · Tags: binary search, brute force, math, number theory

[Sanja's solution](#)

**416.**

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2017-02-20 · FPC (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Sanja's solution](#)

**417.**

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-06 · FPC (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Sanja's solution](#)

**418.**

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-11-14 · FPC (first AC) · Tags: data structures, hashing

[Sanja's solution](#)

**419.**

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · FPC (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[Sanja's solution](#)

**420.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,367 global accepts · Rating: 1600 · first AC: 2016-08-26 · FPC (first AC) · Tags: dp, strings

[Sanja's solution](#)

**421.**

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,838 global accepts · Rating: 1600 · first AC: 2016-08-25 · FPC (first AC) · Tags: constructive algorithms, data structures, greedy

[Sanja's solution](#)

**422.**

682C

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

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2016-08-23 · FPC (first AC) · Tags: dfs and similar, dp, graphs, trees

[Sanja's solution](#)

**423.**

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-07 · FPC (first AC) · Tags: brute force, data structures, implementation

[Sanja's solution](#)

**424.**

643B

[Bear and Two Paths](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2016-05-08 · FPC (first AC) · Tags: constructive algorithms, graphs

[Sanja's solution](#)

**425.**

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2016-04-08 · last AC: 2016-04-08 · FPC (first AC) · Tags: binary search, dp, two pointers

[Sanja's solution](#)

**426.**

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-03-28 · FPC (first AC) · Tags: constructive algorithms, graphs, trees

[Sanja's solution](#)

**427.**

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2016-03-14 · FPC (first AC) · Tags: \*special, data structures, dp, greedy

[Sanja's solution](#)

**428.**

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-22 · Python 3 (first AC) · Tags: combinatorics, math

[Sanja's solution](#)

**429.**

626C

[Block Towers](#) · [Tutorial](#)

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

[Sanja's solution](#)

**430.**

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1600 · first AC: 2016-01-23 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**431.**

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1600 · first AC: 2016-01-11 · Scala (first AC) · Tags: binary search, data structures, two pointers

[Sanja's solution](#)

**432.**

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2015-12-25 · FPC (first AC) · Tags: implementation, strings

[Sanja's solution](#)

**433.**

608C

[Chain Reaction](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-23 · FPC (first AC) · Tags: dp

[Sanja's solution](#)

**434.**

606C

[Sorting Railway Cars](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-09 · FPC (first AC) · Tags: —

[Sanja's solution](#)

**435.**

606B

[Testing Robots](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 1600 · first AC: 2015-12-09 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**436.**

604C

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

Rating: 1600 · first AC: 2015-12-03 · FPC (first AC) · Tags: constructive algorithms, dp, greedy, math

[Sanja's solution](#)

**437.**

603A

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

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2015-12-01 · FPC (first AC) · Tags: dp, greedy, math

[Sanja's solution](#)

**438.**

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2015-11-24 · FPC (first AC) · Tags: graphs, shortest paths

[Sanja's solution](#)

**439.**

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-20 · FPC (first AC) · Tags: sortings

[Sanja's solution](#)

**440.**

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-30 · FPC (first AC) · Tags: binary search, data structures, dp, math

[Sanja's solution](#)

**441.**

538C

[Tourist's Notes](#) · [Tutorial](#)

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

[Sanja's solution](#)

**442.**

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-04-12 · FPC (first AC) · Tags: math

[Sanja's solution](#)

**443.**

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2015-04-01 · FPC (first AC) · Tags: \*special, data structures, implementation

[Sanja's solution](#)

**444.**

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2015-03-26 · FPC (first AC) · Tags: greedy, math, sortings

[Sanja's solution](#)

**445.**

524A

[A\\$>Ct=CiC<>, C\\$K Ct=C 5D\\$5 DÔBC,,E C'NCD5C"ð](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · FPC (first AC) · Tags: implementation

[Sanja's solution](#)

**446.**

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-02-24 · FPC (first AC) · Tags: constructive algorithms, data structures, implementation

[Sanja's solution](#)

**447.**

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-02-24 · FPC (first AC) · Tags: constructive algorithms, strings

[Sanja's solution](#)

**448.**

500C

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

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

[Sanja's solution](#)

**449.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,784 global accepts · Rating: 1600 · first AC: 2014-05-21 · FPC (first AC) · Tags: dp, implementation, trees

[Sanja's solution](#)

**450.**

344D

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

Rating: 1600 · first AC: 2013-09-14 · FPC (first AC) · Tags: data structures, greedy, implementation

[Sanja's solution](#)

**451.**

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 1700 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Sanja's solution](#)

**452.**

101911B

[Glider](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**453.**

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Sanja's solution](#)

**454.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Sanja's solution](#)

**455.**

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Sanja's solution](#)

**456.**

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[Sanja's solution](#)

**457.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Sanja's solution](#)

**458.**

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Sanja's solution](#)

**459.**

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Sanja's solution](#)

**460.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Sanja's solution](#)

**461.**

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · last AC: 2017-06-22 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[Sanja's solution](#)

**462.**

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2017-04-04 · FPC (first AC) · Tags: divide and conquer, hashing, sortings, strings

[Sanja's solution](#)

**463.**

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-05 · FPC (first AC) · Tags: \*special, bitmasks, brute force, meet-in-the-middle

[Sanja's solution](#)

**464.**

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2017-02-26 · FPC (first AC) · Tags: binary search, greedy, strings

[Sanja's solution](#)

**465.**

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2017-01-26 · FPC (first AC) · Tags: binary search, greedy, sortings

[Sanja's solution](#)

**466.**

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2016-12-21 · FPC (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[Sanja's solution](#)

**467.**

740C

[Alyona and mex](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-23 · FPC (first AC) · Tags: constructive algorithms

[Sanja's solution](#)

**468.**

729C

[Road to Cinema](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 1700 · first AC: 2016-11-20 · FPC (first AC) · Tags: binary search, greedy, sortings

[Sanja's solution](#)

**469.**

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2016-08-29 · FPC (first AC) · Tags: dp

[Sanja's solution](#)

**470.**

670E

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

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

[Sanja's solution](#)

**471.**

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2016-03-01 · last AC: 2016-03-14 · FPC (first AC) · Tags: sortings, strings

[Sanja's solution](#)

**472.**

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-03 · FPC (first AC) · Tags: data structures, sortings

[Sanja's solution](#)

**473.**

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2016-01-31 · FPC (first AC) · Tags: combinatorics, math, number theory, probabilities

[Sanja's solution](#)

**474.**

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-01-23 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[Sanja's solution](#)

**475.**

606D

[Lazy Student](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: graphs

[Sanja's solution](#)

**476.**

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,099 global accepts · Rating: 1700 · first AC: 2015-11-13 · FPC (first AC) · Tags: dfs and similar, graphs, shortest paths

[Sanja's solution](#)

**477.**

591C

[Median Smoothing](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-11-12 · FPC (first AC) · Tags: constructive algorithms, implementation

[Sanja's solution](#)

**478.**

579D

["Or" Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-09-30 · FPC (first AC) · Tags: brute force, greedy, math

[Sanja's solution](#)

**479.**

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-30 · FPC (first AC) · Tags: brute force, greedy

[Sanja's solution](#)

**480.**

579C

[A Problem about Polyline](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-09-29 · FPC (first AC) · Tags: binary search, math

[Sanja's solution](#)

**481.**

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2015-09-28 · FPC (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[Sanja's solution](#)

**482.**

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2015-02-26 · FPC (first AC) · Tags: combinatorics, dp, math, probabilities

[Sanja's solution](#)

**483.**

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-01-23 · FPC (first AC) · Tags: implementation, math, trees

[Sanja's solution](#)

**484.**

499C

[Crazy Town](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-12-24 · FPC (first AC) · Tags: geometry, math

[Sanja's solution](#)

**485.**

465C

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

Rating: 1700 · first AC: 2014-09-07 · FPC (first AC) · Tags: brute force

[Sanja's solution](#)

**486.**

409C

[Magnum Opus](#) · [Tutorial](#)

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

[Sanja's solution](#)

**487.**

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Sanja's solution](#)

**488.**

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Sanja's solution](#)

**489.**

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

[Sanja's solution](#)

**490.**

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-10-21 · FPC (first AC) · Tags: constructive algorithms, greedy, implementation  
[Sanja's solution](#)

**491.**

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: brute force, implementation, strings  
[Sanja's solution](#)

**492.**

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: greedy, implementation, sortings  
[Sanja's solution](#)

**493.**

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: binary search, dp  
[Sanja's solution](#)

**494.**

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: constructive algorithms  
[Sanja's solution](#)

**495.**

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities, two pointers  
[Sanja's solution](#)

**496.**

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2017-09-05 · GNU C++ (first AC) · Tags: brute force, data structures, dp  
[Sanja's solution](#)

**497.**

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2017-09-05 · GNU C++ (first AC) · Tags: brute force, greedy  
[Sanja's solution](#)

**498.**

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 1800 · first AC: 2017-07-19 · last AC: 2017-07-19 · FPC (first AC) · Tags: graph matchings  
[Sanja's solution](#)

**499.**

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 1800 · first AC: 2017-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings  
[Sanja's solution](#)

**500.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2016-05-27 · last AC: 2017-07-13 · FPC (first AC) · Tags: string suffix structures, strings  
[Sanja's solution](#)

**501.**

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1800 · first AC: 2017-04-16 · FPC (first AC) · Tags: geometry

[Sanja's solution](#)

**502.**

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,812 global accepts · Rating: 1800 · first AC: 2017-04-04 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings

[Sanja's solution](#)

**503.**

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-26 · FPC (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[Sanja's solution](#)

**504.**

776C

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

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[Sanja's solution](#)

**505.**

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · FPC (first AC) · Tags: brute force, dp, implementation, sortings

[Sanja's solution](#)

**506.**

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2016-12-21 · FPC (first AC) · Tags: dp, greedy, sortings

[Sanja's solution](#)

**507.**

733C

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

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2016-11-14 · FPC (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Sanja's solution](#)

**508.**

706D

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

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2016-08-26 · FPC (first AC) · Tags: binary search, bitmasks, data structures, trees

[Sanja's solution](#)

**509.**

671A

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

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-28 · FPC (first AC) · Tags: dp, geometry, greedy, implementation

[Sanja's solution](#)

**510.**

254C

[Anagram](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 1800 · first AC: 2016-05-23 · FPC (first AC) · Tags: greedy, strings

[Sanja's solution](#)

**511.**

216C

[Hiring Staff](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1800 · first AC: 2016-05-23 · Python 3 (first AC) · Tags: greedy

[Sanja's solution](#)

**512.**

667C

[Reberland Linguistics](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-04-29 · FPC (first AC) · Tags: dp, strings

[Sanja's solution](#)

**513.**

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1800 · first AC: 2016-03-25 · last AC: 2016-03-26 · FPC (first AC) · Tags: data structures, sortings

[Sanja's solution](#)

**514.**

655D

[Robot Rapping Results Report](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-03-18 · FPC (first AC) · Tags: binary search, dp, graphs

[Sanja's solution](#)

**515.**

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-13 · FPC (first AC) · Tags: brute force, combinatorics, dp, probabilities

[Sanja's solution](#)

**516.**

624C

[Graph and String](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-02-04 · FPC (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Sanja's solution](#)

**517.**

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2015-12-25 · FPC (first AC) · Tags: constructive algorithms, greedy, strings

[Sanja's solution](#)

**518.**

604D

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

Rating: 1800 · first AC: 2015-12-03 · FPC (first AC) · Tags: combinatorics, dsu, math, number theory

[Sanja's solution](#)

**519.**

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2015-05-07 · FPC (first AC) · Tags: dp

[Sanja's solution](#)

**520.**

538D

[Weird Chess](#) · [Tutorial](#)

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

[Sanja's solution](#)

**521.**

487A

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

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-21 · FPC (first AC) · Tags: binary search, brute force, implementation

[Sanja's solution](#)

**522.**

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-05-08 · last AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Sanja's solution](#)

**523.**

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sanja's solution](#)

**524.**

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sanja's solution](#)

**525.**

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: binary search, dp

[Sanja's solution](#)

**526.**

883G

[Orientation of Edges](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Sanja's solution](#)

**527.**

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-09-18 · FPC (first AC) · Tags: dfs and similar, implementation, math

[Sanja's solution](#)

**528.**

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2017-09-05 · last AC: 2017-09-05 · GNU C++ (first AC) · Tags: binary search, data structures

[Sanja's solution](#)

**529.**

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2017-07-14 · FPC (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Sanja's solution](#)

**530.**

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2017-04-04 · FPC (first AC) · Tags: divide and conquer, dp, greedy

[Sanja's solution](#)

**531.**

740D

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

Rating: 1900 · first AC: 2016-11-23 · last AC: 2016-11-23 · FPC (first AC) · Tags: binary search, data structures, dfs and similar, graph matchings, graphs

[Sanja's solution](#)

**532.**

729E

[Subordinates](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1900 · first AC: 2016-11-20 · FPC (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, sortings

[Sanja's solution](#)

**533.**

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-08-29 · FPC (first AC) · Tags: combinatorics, dfs and similar, graphs, math  
[Sanja's solution](#)

**534.**

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · FPC (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[Sanja's solution](#)

**535.**

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-08-23 · FPC (first AC) · Tags: dp, strings  
[Sanja's solution](#)

**536.**

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,584 global accepts · Rating: 1900 · first AC: 2015-06-09 · last AC: 2016-08-11 · FPC (first AC) · Tags: dsu, graphs, trees  
[Sanja's solution](#)

**537.**

437D

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

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2016-05-31 · FPC (first AC) · Tags: dsu, sortings  
[Sanja's solution](#)

**538.**

640B

[Seasons](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-04-10 · J (first AC) · Tags: \*special  
[Sanja's solution](#)

**539.**

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2016-03-19 · FPC (first AC) · Tags: brute force, implementation  
[Sanja's solution](#)

**540.**

608D

[Zuma](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-12-24 · FPC (first AC) · Tags: dp  
[Sanja's solution](#)

**541.**

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · FPC (first AC) · Tags: greedy, implementation  
[Sanja's solution](#)

**542.**

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2015-04-22 · FPC (first AC) · Tags: binary search, constructive algorithms, data structures, greedy  
[Sanja's solution](#)

**543.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[Sanja's solution](#)

**544.**

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Sanja's solution](#)

**545.**

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Sanja's solution](#)

**546.**

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Sanja's solution](#)

**547.**

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Sanja's solution](#)

**548.**

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2016-01-31 · last AC: 2018-01-14 · FPC (first AC) · Tags: dp, matrices

[Sanja's solution](#)

**549.**

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2017-07-13 · FPC (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Sanja's solution](#)

**550.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2017-02-23 · FPC (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Sanja's solution](#)

**551.**

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-22 · FPC (first AC) · Tags: binary search, data structures

[Sanja's solution](#)

**552.**

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2016-08-25 · FPC (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Sanja's solution](#)

**553.**

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[Sanja's solution](#)

**554.**

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2000 · first AC: 2016-05-28 · FPC (first AC) · Tags: binary search, greedy

[Sanja's solution](#)

**555.**

641E

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

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2016-04-24 · last AC: 2016-05-03 · FPC (first AC) · Tags: data structures

[Sanja's solution](#)

**556.**

667D

[World Tour](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-29 · FPC (first AC) · Tags: brute force, graphs, shortest paths

[Sanja's solution](#)

**557.**

664C

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

Rating: 2000 · first AC: 2016-04-27 · Python 3 (first AC) · Tags: greedy

[Sanja's solution](#)

**558.**

640C

[Array Sum](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-10 · J (first AC) · Tags: \*special

[Sanja's solution](#)

**559.**

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-26 · FPC (first AC) · Tags: brute force, dp, hashing, implementation, math

[Sanja's solution](#)

**560.**

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2015-12-19 · FPC (first AC) · Tags: binary search, greedy, two pointers

[Sanja's solution](#)

**561.**

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · FPC (first AC) · Tags: brute force, greedy, math

[Sanja's solution](#)

**562.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[Sanja's solution](#)

**563.**

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Sanja's solution](#)

**564.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Sanja's solution](#)

**565.**

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation

[Sanja's solution](#)

**566.**

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[Sanja's solution](#)

**567.**

847F

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

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: greedy, sortings

[Sanja's solution](#)

**568.**

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2017-07-20 · FPC (first AC) · Tags: flows, graph matchings, number theory

[Sanja's solution](#)

**569.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2017-06-22 · FPC (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Sanja's solution](#)

**570.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2015-07-08 · last AC: 2017-06-01 · FPC (first AC) · Tags: dp, geometry

[Sanja's solution](#)

**571.**

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2017-05-27 · FPC (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[Sanja's solution](#)

**572.**

795A

[Amusement Park](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-04-05 · Ruby (first AC) · Tags: \*special, brute force, ternary search

[Sanja's solution](#)

**573.**

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-18 · FPC (first AC) · Tags: dfs and similar, dp, trees

[Sanja's solution](#)

**574.**

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · FPC (first AC) · Tags: bitmasks, dp, games

[Sanja's solution](#)

**575.**

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,667 global accepts · Rating: 2100 · first AC: 2017-01-26 · FPC (first AC) · Tags: greedy, sortings

[Sanja's solution](#)

**576.**

703D

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

Quality: 4,064 global accepts · Rating: 2100 · first AC: 2016-09-01 · last AC: 2016-09-01 · FPC (first AC) · Tags: data structures

[Sanja's solution](#)

**577.**

640D

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

Rating: 2100 · first AC: 2016-04-10 · J (first AC) · Tags: \*special

[Sanja's solution](#)

**578.**

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2016-03-03 · FPC (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[Sanja's solution](#)

**579.**

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-08 · FPC (first AC) · Tags: greedy

[Sanja's solution](#)

**580.**

491B

[New York Hotel](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2100 · first AC: 2014-11-20 · FPC (first AC) · Tags: greedy, math

[Sanja's solution](#)

**581.**

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Sanja's solution](#)

**582.**

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[Sanja's solution](#)

**583.**

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Sanja's solution](#)

**584.**

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Sanja's solution](#)

**585.**

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sanja's solution](#)

**586.**

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy

[Sanja's solution](#)

**587.**

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2017-07-19 · FPC (first AC) · Tags: graph matchings

[Sanja's solution](#)

**588.**

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · FPC (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[Sanja's solution](#)

**589.**

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-08-30 · last AC: 2016-08-30 · FPC (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[Sanja's solution](#)

**590.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2016-07-20 · last AC: 2016-07-21 · FPC (first AC) · Tags: bitmasks, dp, graphs

[Sanja's solution](#)

**591.**

378E

[Captains Mode](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-07-20 · last AC: 2016-07-20 · FPC (first AC) · Tags: bitmasks, brute force, dp, greedy

[Sanja's solution](#)

**592.**

664D

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-04-23 · FPC (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Sanja's solution](#)

**593.**

639C

[Bear and Polynomials](#) · [Tutorial](#)

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-03-28 · FPC (first AC) · Tags: hashing, implementation, math

[Sanja's solution](#)

**594.**

604E

[Liesges of Legendre](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-12-03 · FPC (first AC) · Tags: games, math

[Sanja's solution](#)

**595.**

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-08 · FPC (first AC) · Tags: constructive algorithms, greedy, sortings

[Sanja's solution](#)

**596.**

549C

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

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

[Sanja's solution](#)

**597.**

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,730 global accepts · Rating: 2200 · first AC: 2015-02-16 · FPC (first AC) · Tags: dp, matrices

[Sanja's solution](#)

**598.**

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Sanja's solution](#)

**599.**

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Sanja's solution](#)

**600.**

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[Sanja's solution](#)

**601.**

883C

[Downloading B++](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: binary search, implementation

[Sanja's solution](#)

**602.**

846E

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

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2017-09-05 · GNU C++ (first AC) · Tags: dfs and similar, greedy, trees

[Sanja's solution](#)

**603.**

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2017-07-12 · last AC: 2017-07-12 · FPC (first AC) · Tags: string suffix structures

[Sanja's solution](#)

**604.**

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2017-06-26 · FPC (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Sanja's solution](#)

**605.**

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2016-05-05 · FPC (first AC) · Tags: brute force, constructive algorithms, strings

[Sanja's solution](#)

**606.**

610D

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

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2015-12-27 · FPC (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[Sanja's solution](#)

**607.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2015-11-13 · FPC (first AC) · Tags: geometry, sortings

[Sanja's solution](#)

**608.**

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-08 · FPC (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Sanja's solution](#)

## 609.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Sanja's solution](#)

## 610.

1089K

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

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Sanja's solution](#)

## 611.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Sanja's solution](#)

## 612.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Sanja's solution](#)

## 613.

847J

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

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-09-18 · last AC: 2017-09-18 · GNU C++ (first AC) · Tags: binary search, flows, graphs

[Sanja's solution](#)

## 614.

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2017-09-18 · FPC (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees

[Sanja's solution](#)

## 615.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2015-07-09 · last AC: 2017-06-05 · FPC (first AC) · Tags: data structures, dp

[Sanja's solution](#)

## 616.

676E

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

Quality: 942 global accepts · Rating: 2400 · first AC: 2016-05-25 · last AC: 2016-05-25 · FPC (first AC) · Tags: math

[Sanja's solution](#)

## 617.

641D

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

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2016-04-24 · FPC (first AC) · Tags: dp, implementation, math, probabilities

[Sanja's solution](#)

## 618.

639D

[Bear and Contribution](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2016-03-29 · GNU C++ (first AC) · Tags: data structures, greedy, sortings, two pointers

[Sanja's solution](#)

**619.**

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · FPC (first AC) · Tags: data structures, greedy, sortings

[Sanja's solution](#)

**620.**

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2015-06-27 · Delphi (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[Sanja's solution](#)

**621.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[Sanja's solution](#)

**622.**

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2018-12-04 · last AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[Sanja's solution](#)

**623.**

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-07-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sanja's solution](#)

**624.**

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2017-07-05 · FPC (first AC) · Tags: binary search, constructive algorithms, data structures

[Sanja's solution](#)

**625.**

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2016-06-03 · FPC (first AC) · Tags: binary search, graphs, matrices

[Sanja's solution](#)

**626.**

608E

[Marbles](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-12-23 · last AC: 2015-12-23 · FPC (first AC) · Tags: strings

[Sanja's solution](#)

**627.**

724G

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

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2018-03-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Sanja's solution](#)

**628.**

703E

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

Quality: 670 global accepts · Rating: 2600 · first AC: 2016-08-31 · FPC (first AC) · Tags: dp, number theory

[Sanja's solution](#)

**629.**

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2019-11-09 · last AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[Sanja's solution](#)

**630.**

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[Sanja's solution](#)

**631.**

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[Sanja's solution](#)

**632.**

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2018-01-14 · last AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, fft, math

[Sanja's solution](#)

**633.**

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Sanja's solution](#)

**634.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2017-07-13 · FPC (first AC) · Tags: data structures, string suffix structures, strings, trees

[Sanja's solution](#)

**635.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2013-08-23 · FPC (first AC) · Tags: dp

[Sanja's solution](#)

**636.**

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2017-07-06 · FPC (first AC) · Tags: data structures, graphs, shortest paths

[Sanja's solution](#)

**637.**

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Sanja's solution](#)

**638.**

739D

[Recover a functional graph](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2019-02-26 · FPC (first AC) · Tags: graph matchings

[Sanja's solution](#)

**639.**

1097E

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

Quality: 534 global accepts · Rating: 3400 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Sanja's solution](#)

**640.**

101911E

[Painting the Fence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**641.**

101911K

[Medians and Partition](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**642.**

101911D

[Masquerade strikes back](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**643.**

101911C

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**644.**

101911H

[Theater Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**645.**

101911F

[Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**646.**

101972I

[Secret Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · last AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**647.**

101972B

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

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**648.**

101972F

[I'm Bored!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**649.**

101972G

[Minimax](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**650.**

101972C

[Shortest Path!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · last AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sanja's solution](#)

**651.**

101972A

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

Rating: — · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**652.**

101972H

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

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**653.**

101972J

[Even Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sanja's solution](#)

**654.**

101972K

[Cyclic Shift](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sanja's solution](#)

**655.**

101972E

[Stupid Submissions](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**656.**

101972D

[Wooden Fence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sanja's solution](#)

**657.**

101982K

[Knockout](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Sanja's solution](#)

**658.**

101982F

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**659.**

101982E

[Cops And Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**660.**

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**661.**

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**662.**

101982B

[Coprime Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**663.**

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**664.**

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**665.**

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**666.**

101982J

[Time Limits](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**667.**

102896L

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

Rating: — · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**668.**

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, dp, strings

[Sanja's solution](#)

**669.**

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[Sanja's solution](#)

**670.**

1331C

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

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, bitmasks

[Sanja's solution](#)

**671.**

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, math, number theory

[Sanja's solution](#)

**672.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: \*special

[Sanja's solution](#)

**673.**

1302E

[Amazing bitset](#) · [Tutorial](#)

Quality: 51 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**674.**

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Sanja's solution](#)

**675.**

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Sanja's solution](#)

**676.**

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**677.**

102452K

[Key Project](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**678.**

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**679.**

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**680.**

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**681.**

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**682.**

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**683.**

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**684.**

101398A

[Admiral](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · last AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**685.**

101398F

[Foul Play](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**686.**

101398H

[Hip To Be Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**687.**

101398G

[Guards](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**688.**

101398D

[Digital Clock](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**689.**

101398I

[Idol](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**690.**

101398K

[Key Insight](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**691.**

101398B

[Beer Pressure](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**692.**

101398E

[Edge Case](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · Python 3 (first AC) · Tags: —

[Sanja's solution](#)

**693.**

101398J

[Joint Venture](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**694.**

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · last AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**695.**

102394G

[Game Store](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**696.**

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**697.**

102394C

[Competition in Swiss-system](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**698.**

102394I

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

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**699.**

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**700.**

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**701.**

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**702.**

102411F

[Foreach](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**703.**

102411L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**704.**

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**705.**

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**706.**

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**707.**

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**708.**

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**709.**

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**710.**

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**711.**

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**712.**

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**713.**

102222L

[Continuous Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**714.**

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**715.**

102222K

[Vertex Covers](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**716.**

102222M

[Acyclic Orientation](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**717.**

102222H

[Fight Against Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**718.**

102222B

[Rolling The Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**719.**

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**720.**

102222A

[Maximum Element In A Stack](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**721.**

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**722.**

102222C

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**723.**

102114A

[Always Online](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**724.**

102114D

[Daylight](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**725.**

102114E

[Everything Has Changed](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**726.**

102114B

[Beautiful Now](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**727.**

102114G

[Glad You Came](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**728.**

102192L

[From ICPC to ACM](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**729.**

102192G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**730.**

102192J

[Taotao Picks Apples](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**731.**

102192D

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

Rating: — · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**732.**

102192E

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**733.**

102156I

[Slippers](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**734.**

102156J

[The Good, the Bad and the Ugly](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**735.**

102156A

[Takeover](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**736.**

102156C

[Diverse Singing](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**737.**

102156H

[Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**738.**

undefined102

[Coprimers](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Sanja's solution](#)

**739.**

undefined403

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

Rating: — · first AC: 2019-02-02 · Python 3 (first AC) · Tags: \*special

[Sanja's solution](#)

**740.**

undefined112

[a<sup>b</sup> - b<sup>a</sup>](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · Python 3 (first AC) · Tags: \*special

[Sanja's solution](#)

**741.**

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Sanja's solution](#)

**742.**

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Sanja's solution](#)

**743.**

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · last AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**744.**

101173E

[Easy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · Python 3 (first AC) · Tags: —

[Sanja's solution](#)

**745.**

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**746.**

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**747.**

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**748.**

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**749.**

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**750.**

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**751.**

100230A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-09 · last AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**752.**

101806Q

[QueryreuQ](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**753.**

101806X

[Xtreme NP-hard Problem?!](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**754.**

101806Y

[Yut Nori](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**755.**

101806W

[Winter Olympic Games](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**756.**

101806S

[Segmentation](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**757.**

101806T

[Touch The Sky](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**758.**

101806V

[Voronoi Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**759.**

101806Z

[Zigzag](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sanja's solution](#)

**760.**

100551E

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

Rating: — · first AC: 2018-03-26 · last AC: 2018-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**761.**

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**762.**

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**763.**

101630K

[Knapsack Cryptosystem](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sanja's solution](#)

**764.**

101412E

[Sliding Block Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: —

[Sanja's solution](#)

**765.**

101412G

[Let There Be Light](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: —

[Sanja's solution](#)

**766.**

101412D

[Find the Outlier](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · GNU C++ (first AC) · Tags: —

[Sanja's solution](#)

**767.**

101412A

[Ginkgo Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · GNU C++ (first AC) · Tags: —

[Sanja's solution](#)

**768.**

101412B

[Stylish](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: —

[Sanja's solution](#)

**769.**

101412F

[Never Wait for Weights](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · GNU C++ (first AC) · Tags: —

[Sanja's solution](#)

**770.**

101412C

[One-Dimensional Cellular Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: —

[Sanja's solution](#)

**771.**

101297H

[B ? C A D \\$ C 0 0 D, < C,, @!](#)

Rating: — · first AC: 2017-04-19 · last AC: 2017-07-20 · FPC (first AC) · Tags: —

[Sanja's solution](#)

**772.**

100680C

[A B D \\$ @ C : D d 8 C ä =](#)

Rating: — · first AC: 2017-07-10 · FPC (first AC) · Tags: —

[Sanja's solution](#)

**773.**

100029K

[A B C @ T : D d 8 C ä = C T @ D ² < C ä = C T B](#)

Rating: — · first AC: 2017-07-07 · FPC (first AC) · Tags: —

[Sanja's solution](#)

**774.**

100043I

[A ä B C @ D](#)

Rating: — · first AC: 2017-07-06 · last AC: 2017-07-06 · FPC (first AC) · Tags: —

[Sanja's solution](#)

**775.**

100680B

[A 7 > 0 0 ! C](#)

Rating: — · first AC: 2017-07-03 · FPC (first AC) · Tags: —

[Sanja's solution](#)

**776.**

100204H

[Oil Deal](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-26 · last AC: 2017-06-26 · FPC (first AC) · Tags: —

[Sanja's solution](#)

**777.**

101320B

[Problem Muffin. Robot on the Field](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · FPC (first AC) · Tags: —

[Sanja's solution](#)

**778.**

101320A

[Problem Eclair. Open Olympiad in Design](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · FPC (first AC) · Tags: —

[Sanja's solution](#)

**779.**

101319D

[Problem Tiramisu. Vanya and Jackets](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · FPC (first AC) · Tags: —

[Sanja's solution](#)

**780.**

101319B

[Problem Halva. Gleb and Two Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · FPC (first AC) · Tags: —

[Sanja's solution](#)

**781.**

101297F

[A D 5 0 f r a C \\$ K C R 2 D B D 5 D t 8](#)

Rating: — · first AC: 2017-04-19 · FPC (first AC) · Tags: —

[Sanja's solution](#)

**782.**

101297E

[A Ä Ö r Ä C „, 0 C Ô A C = 8 C ' 4 D C C 0](#)

Rating: — · first AC: 2017-04-19 · FPC (first AC) · Tags: —

[Sanja's solution](#)

783.

101297D

[AÖ>C\\$Dò 8C4@C](#)

Rating: — · first AC: 2017-04-19 · FPC (first AC) · Tags: —

[Sanja's solution](#)

784.

101297G

[B>CänD”5CÔ8CP](#)

Rating: — · first AC: 2017-04-19 · FPC (first AC) · Tags: —

[Sanja's solution](#)

785.

101297B

[B,8DD@Cä2C=0](#)

Rating: — · first AC: 2017-04-19 · FPC (first AC) · Tags: —

[Sanja's solution](#)

786.

101319A

[Problem Cheesecake. Cuckoos · Tutorial](#)

Rating: — · first AC: 2017-03-29 · last AC: 2017-03-29 · FPC (first AC) · Tags: —

[Sanja's solution](#)

787.

101327E

[B\\$NDiCÄ0 CD;Dò CT4CD0](#)

Rating: — · first AC: 2017-03-28 · FPC (first AC) · Tags: —

[Sanja's solution](#)

788.

101327B

[B.50f#6D6CT@D² 2 C 2D\\$>C CD 5](#)

Rating: — · first AC: 2017-03-27 · FPC (first AC) · Tags: —

[Sanja's solution](#)

789.

101327D

[Aä7D=5CD8CÔ5CÔ=C O C @ CÄ8Dö](#)

Rating: — · first AC: 2017-03-27 · FPC (first AC) · Tags: —

[Sanja's solution](#)

790.

101327C

[AÄ5040Ct>D 4D°](#)

Rating: — · first AC: 2017-03-27 · FPC (first AC) · Tags: —

[Sanja's solution](#)

791.

101327A

[A=DräC,,GCTAC=8C' :Cä@C 1C'L](#)

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101246E

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793.

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794.

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[Sanja's solution](#)

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Rating: — · first AC: 2017-01-30 · FPC (first AC) · Tags: —

[Sanja's solution](#)

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[One Punch Man](#) · [Tutorial](#)

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803.

101212B

[Beautiful Factorial Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-07 · FPC (first AC) · Tags: —

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804.

101189A

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

Rating: — · first AC: 2016-12-22 · FPC (first AC) · Tags: —

[Sanja's solution](#)

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[Sanja's solution](#)

**807.**

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[Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-02 · FPC (first AC) · Tags: —

[Sanja's solution](#)

**808.**

100459C

[Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-02 · GNU C++11 (first AC) · Tags: —

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**809.**

100459A

[Distance](#) · [Tutorial](#)

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[Sanja's solution](#)

**810.**

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[Exams](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-11 · FPC (first AC) · Tags: —

[Sanja's solution](#)

**812.**

100866D

[Dinner Time](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-11 · Python 3 (first AC) · Tags: —

[Sanja's solution](#)

**813.**

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[Anti factorial](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-11 · Python 3 (first AC) · Tags: —

[Sanja's solution](#)

**814.**

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[Team Rankings · Tutorial](#)

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[Alphacode · Tutorial](#)

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[Sanja's solution](#)

825.

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[To and Fro · Tutorial](#)

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