

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

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### Unique solved — Seemann

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

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

Filters: none

Count: 329

1.

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[Seemann's solution](#)

2.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,913 global accepts · Rating: 800 · first AC: 2017-09-07 · last AC: 2017-09-07 · Python 3 (first AC) · Tags: brute force, math

[Seemann's solution](#)

3.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,735 global accepts · Rating: 800 · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: \*special, implementation

[Seemann's solution](#)

4.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,838 global accepts · Rating: 800 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Seemann's solution](#)

5.

472A

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

Quality: 70,776 global accepts · Rating: 800 · first AC: 2014-09-28 · Java 7 (first AC) · Tags: math, number theory

[Seemann's solution](#)

6.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,952 global accepts · Rating: 800 · first AC: 2014-09-18 · Java 7 (first AC) · Tags: implementation

[Seemann's solution](#)

7.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-13 · Java 7 (first AC) · Tags: \*special, implementation, sortings

[Seemann's solution](#)

8.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,495 global accepts · Rating: 800 · first AC: 2012-03-04 · Java 6 (first AC) · Tags: \*special, implementation

[Seemann's solution](#)

9.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,783 global accepts · Rating: 800 · first AC: 2012-02-19 · Java 6 (first AC) · Tags: implementation, math

[Seemann's solution](#)

**10.**

71A

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

Quality: 503,291 global accepts · Rating: 800 · first AC: 2011-03-29 · GNU C++ (first AC) · Tags: strings

[Seemann's solution](#)

**11.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,734 global accepts · Rating: 800 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: greedy, math

[Seemann's solution](#)

**12.**

47A

[Triangular numbers](#) · [Tutorial](#)

Quality: 18,172 global accepts · Rating: 800 · first AC: 2010-12-07 · GNU C++ (first AC) · Tags: brute force, math

[Seemann's solution](#)

**13.**

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 800 · first AC: 2010-12-05 · GNU C++ (first AC) · Tags: brute force, implementation

[Seemann's solution](#)

**14.**

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

[Seemann's solution](#)

**15.**

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,989 global accepts · Rating: 900 · first AC: 2012-02-22 · Java 6 (first AC) · Tags: greedy, implementation, sortings

[Seemann's solution](#)

**16.**

152A

[Marks](#) · [Tutorial](#)

Quality: 18,619 global accepts · Rating: 900 · first AC: 2012-02-20 · Java 6 (first AC) · Tags: implementation

[Seemann's solution](#)

**17.**

137A

[Postcards and photos](#) · [Tutorial](#)

Quality: 7,835 global accepts · Rating: 900 · first AC: 2011-12-16 · GNU C++ (first AC) · Tags: implementation

[Seemann's solution](#)

**18.**

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2010-11-13 · GNU C++ (first AC) · Tags: implementation

[Seemann's solution](#)

**19.**

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,492 global accepts · Rating: 900 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: implementation

[Seemann's solution](#)

**20.**

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Seemann's solution](#)

**21.**

732B

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

Quality: 25,775 global accepts · Rating: 1000 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: dp, greedy

[Seemann's solution](#)

**22.**

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation

[Seemann's solution](#)

**23.**

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[Seemann's solution](#)

**24.**

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · Haskell (first AC) · Tags: \*special, constructive algorithms

[Seemann's solution](#)

**25.**

637A

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

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, implementation

[Seemann's solution](#)

**26.**

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2012-10-25 · Java 6 (first AC) · Tags: implementation

[Seemann's solution](#)

**27.**

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1000 · first AC: 2011-12-16 · GNU C++ (first AC) · Tags: greedy

[Seemann's solution](#)

**28.**

125B

[Simple XML](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 1000 · first AC: 2011-10-29 · GNU C++ (first AC) · Tags: implementation

[Seemann's solution](#)

**29.**

43A

[Football](#) · [Tutorial](#)

Quality: 69,173 global accepts · Rating: 1000 · first AC: 2010-11-29 · GNU C++ (first AC) · Tags: strings

[Seemann's solution](#)

**30.**

37A

[Towers](#) · [Tutorial](#)

Quality: 27,691 global accepts · Rating: 1000 · first AC: 2010-10-25 · GNU C++ (first AC) · Tags: sortings

[Seemann's solution](#)

**31.**

522B

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

Quality: 9,524 global accepts · Rating: 1100 · first AC: 2015-03-08 · GNU C++ (first AC) · Tags: \*special, data structures, dp, implementation

[Seemann's solution](#)

**32.**

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2014-10-16 · Java 7 (first AC) · Tags: implementation

[Seemann's solution](#)

**33.**

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,854 global accepts · Rating: 1100 · first AC: 2014-09-18 · Java 7 (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Seemann's solution](#)

**34.**

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: implementation

[Seemann's solution](#)

**35.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,834 global accepts · Rating: 1100 · first AC: 2012-03-04 · Java 6 (first AC) · Tags: \*special, greedy, implementation

[Seemann's solution](#)

**36.**

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: implementation

[Seemann's solution](#)

**37.**

103A

[Testing Pants for Sadness](#) · [Tutorial](#)

Quality: 6,573 global accepts · Rating: 1100 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Seemann's solution](#)

**38.**

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,235 global accepts · Rating: 1100 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: implementation, math

[Seemann's solution](#)

**39.**

46B

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

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

[Seemann's solution](#)

**40.**

43B

[Letter](#) · [Tutorial](#)

Quality: 20,492 global accepts · Rating: 1100 · first AC: 2010-11-29 · GNU C++ (first AC) · Tags: implementation, strings

[Seemann's solution](#)

**41.**

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,665 global accepts · Rating: 1100 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: math

[Seemann's solution](#)

**42.**

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[Seemann's solution](#)

**43.**

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Seemann's solution](#)

**44.**

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings

[Seemann's solution](#)

**45.**

639A

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

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation

[Seemann's solution](#)

**46.**

645B

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

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math

[Seemann's solution](#)

**47.**

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Seemann's solution](#)

**48.**

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,850 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: \*special, binary search, constructive algorithms, data structures, sortings

[Seemann's solution](#)

**49.**

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,829 global accepts · Rating: 1200 · first AC: 2015-03-08 · Java 7 (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees

[Seemann's solution](#)

**50.**

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · Java 7 (first AC) · Tags: constructive algorithms, greedy

[Seemann's solution](#)

**51.**

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: graphs, implementation

[Seemann's solution](#)

**52.**

264A

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

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2013-01-20 · Java 6 (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[Seemann's solution](#)

- 53.**  
151B  
[Phone Numbers](#) · [Tutorial](#)  
Quality: 6,862 global accepts · Rating: 1200 · first AC: 2012-02-19 · Java 6 (first AC) · Tags: implementation, strings  
[Seemann's solution](#)
- 54.**  
47B  
[Coins](#) · [Tutorial](#)  
Quality: 16,079 global accepts · Rating: 1200 · first AC: 2010-12-07 · GNU C++ (first AC) · Tags: implementation  
[Seemann's solution](#)
- 55.**  
924A  
[Mystical Mosaic](#) · [Tutorial](#)  
Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · Java 8 (first AC) · Tags: greedy, implementation  
[Seemann's solution](#)
- 56.**  
770B  
[Maximize Sum of Digits](#) · [Tutorial](#)  
Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: \*special, implementation, math  
[Seemann's solution](#)
- 57.**  
722A  
[Broken Clock](#) · [Tutorial](#)  
Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation  
[Seemann's solution](#)
- 58.**  
526A  
[King of Thieves](#) · [Tutorial](#)  
Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, implementation  
[Seemann's solution](#)
- 59.**  
478B  
[Random Teams](#) · [Tutorial](#)  
Quality: 41,263 global accepts · Rating: 1300 · first AC: 2014-10-16 · Java 7 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
[Seemann's solution](#)
- 60.**  
472B  
[Design Tutorial: Learn from Life](#) · [Tutorial](#)  
Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · Java 7 (first AC) · Tags: —  
[Seemann's solution](#)
- 61.**  
291B  
[Command Line Arguments](#) · [Tutorial](#)  
Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-13 · Java 7 (first AC) · Tags: \*special, implementation, strings  
[Seemann's solution](#)
- 62.**  
241A  
[Old Peykan](#) · [Tutorial](#)  
Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-01 · Java 6 (first AC) · Tags: greedy  
[Seemann's solution](#)
- 63.**  
220A  
[Little Elephant and Problem](#) · [Tutorial](#)  
Quality: 13,119 global accepts · Rating: 1300 · first AC: 2012-09-05 · GNU C++ (first AC) · Tags: implementation, sortings  
[Seemann's solution](#)

**64.**

221B

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

Quality: 4,909 global accepts · Rating: 1300 · first AC: 2012-09-04 · GNU C++ (first AC) · Tags: implementation

[Seemann's solution](#)

**65.**

161A

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

Quality: 5,475 global accepts · Rating: 1300 · first AC: 2012-03-11 · Java 6 (first AC) · Tags: binary search, brute force, greedy, two pointers

[Seemann's solution](#)

**66.**

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-04 · Java 6 (first AC) · Tags: \*special, brute force, number theory

[Seemann's solution](#)

**67.**

152B

[Steps](#) · [Tutorial](#)

Quality: 7,388 global accepts · Rating: 1300 · first AC: 2012-02-20 · Java 6 (first AC) · Tags: binary search, implementation

[Seemann's solution](#)

**68.**

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Seemann's solution](#)

**69.**

123A

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

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

[Seemann's solution](#)

**70.**

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1300 · first AC: 2011-03-29 · GNU C++ (first AC) · Tags: implementation, math

[Seemann's solution](#)

**71.**

62A

[A Student's Dream](#) · [Tutorial](#)

Quality: 3,773 global accepts · Rating: 1300 · first AC: 2011-02-25 · GNU C++ (first AC) · Tags: greedy, math

[Seemann's solution](#)

**72.**

64A

[Factorial](#) · [Tutorial](#)

Quality: 4,247 global accepts · Rating: 1300 · first AC: 2011-02-21 · Tcl (first AC) · Tags: \*special, implementation

[Seemann's solution](#)

**73.**

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1300 · first AC: 2011-02-19 · GNU C++ (first AC) · Tags: implementation, two pointers

[Seemann's solution](#)

**74.**

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 1300 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation

[Seemann's solution](#)

**75.**

51A

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

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

[Seemann's solution](#)

**76.**

43C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1300 · first AC: 2010-11-29 · GNU C++ (first AC) · Tags: greedy

[Seemann's solution](#)

**77.**

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1300 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: implementation

[Seemann's solution](#)

**78.**

40A

[Find Color](#) · [Tutorial](#)

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

[Seemann's solution](#)

**79.**

39F

[Pacifist frogs](#) · [Tutorial](#)

Quality: 1,962 global accepts · Rating: 1300 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: implementation

[Seemann's solution](#)

**80.**

39B

[Company Income Growth](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1300 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: greedy

[Seemann's solution](#)

**81.**

39H

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

Quality: 3,126 global accepts · Rating: 1300 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: implementation

[Seemann's solution](#)

**82.**

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dp

[Seemann's solution](#)

**83.**

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: \*special, implementation

[Seemann's solution](#)

**84.**

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[Seemann's solution](#)

**85.**

641B

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

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[Seemann's solution](#)

**86.**

637C

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

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: \*special, brute force, constructive algorithms, implementation

[Seemann's solution](#)

**87.**

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[Seemann's solution](#)

**88.**

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[Seemann's solution](#)

**89.**

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · Java 7 (first AC) · Tags: greedy

[Seemann's solution](#)

**90.**

277A

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

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2013-02-28 · Java 7 (first AC) · Tags: dfs and similar, dsu

[Seemann's solution](#)

**91.**

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,587 global accepts · Rating: 1400 · first AC: 2012-12-27 · Java 6 (first AC) · Tags: implementation, math

[Seemann's solution](#)

**92.**

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,392 global accepts · Rating: 1400 · first AC: 2012-03-04 · Java 6 (first AC) · Tags: \*special, data structures, implementation

[Seemann's solution](#)

**93.**

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,640 global accepts · Rating: 1400 · first AC: 2012-02-20 · Java 6 (first AC) · Tags: combinatorics

[Seemann's solution](#)

**94.**

125A

[Measuring Lengths in Baden](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 1400 · first AC: 2011-10-29 · GNU C++ (first AC) · Tags: math

[Seemann's solution](#)

**95.**

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2011-02-19 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[Seemann's solution](#)

**96.**

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2010-11-13 · GNU C++ (first AC) · Tags: greedy

[Seemann's solution](#)

**97.**

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: dp

[Seemann's solution](#)

**98.**

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: dp, games

[Seemann's solution](#)

**99.**

771B

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

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Seemann's solution](#)

**100.**

771A

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

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Seemann's solution](#)

**101.**

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,936 global accepts · Rating: 1500 · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: \*special, dfs and similar, graphs, implementation

[Seemann's solution](#)

**102.**

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Seemann's solution](#)

**103.**

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: implementation

[Seemann's solution](#)

**104.**

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · Java 7 (first AC) · Tags: greedy

[Seemann's solution](#)

**105.**

341B

[Bubble Sort Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-08-30 · Java 7 (first AC) · Tags: binary search, data structures, dp

[Seemann's solution](#)

**106.**

273A

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

Rating: 1500 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: —

[Seemann's solution](#)

**107.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2013-01-20 · Java 6 (first AC) · Tags: dp, number theory

[Seemann's solution](#)

**108.**

237B

[Young Table](#) · [Tutorial](#)

Quality: 2,376 global accepts · Rating: 1500 · first AC: 2012-10-25 · Java 6 (first AC) · Tags: implementation, sortings

[Seemann's solution](#)

**109.**

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2011-12-16 · GNU C++ (first AC) · Tags: sortings

[Seemann's solution](#)

**110.**

128A

[Statues](#) · [Tutorial](#)

Quality: 3,510 global accepts · Rating: 1500 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: dfs and similar

[Seemann's solution](#)

**111.**

121B

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

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

[Seemann's solution](#)

**112.**

29B

[Traffic Lights](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1500 · first AC: 2011-09-06 · GNU C++ (first AC) · Tags: implementation

[Seemann's solution](#)

**113.**

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,655 global accepts · Rating: 1500 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[Seemann's solution](#)

**114.**

64B

[Expression](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1500 · first AC: 2011-02-21 · Tcl (first AC) · Tags: \*special, expression parsing

[Seemann's solution](#)

**115.**

50B

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

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: strings

[Seemann's solution](#)

**116.**

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: implementation

[Seemann's solution](#)

**117.**

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1500 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: hashing, implementation, strings

[Seemann's solution](#)

**118.**

951A

[Plasticine zebra](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-08-12 · Java 8 (first AC) · Tags: —

[Seemann's solution](#)

**119.**

925A

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

Quality: 3,872 global accepts · Rating: 1600 · first AC: 2018-04-29 · Java 8 (first AC) · Tags: binary search

[Seemann's solution](#)

**120.**

924B

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

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · Java 8 (first AC) · Tags: binary search, greedy, two pointers

[Seemann's solution](#)

**121.**

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · Java 8 (first AC) · Tags: binary search, data structures

[Seemann's solution](#)

**122.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu

[Seemann's solution](#)

**123.**

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Seemann's solution](#)

**124.**

643B

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

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Seemann's solution](#)

**125.**

639B

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

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[Seemann's solution](#)

**126.**

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers

[Seemann's solution](#)

**127.**

637D

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

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: \*special, data structures, dp, greedy

[Seemann's solution](#)

**128.**

601A

[The Two Routes](#) · [Tutorial](#)

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

[Seemann's solution](#)

**129.**

524A

[AS>CfC&C0>, C\\$K Ct=C 5D\\$5 D0BC,,E C`NCD5C“ô](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: implementation

[Seemann's solution](#)

**130.**

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · Java 7 (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Seemann's solution](#)

**131.**

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-30 · Java 7 (first AC) · Tags: math

[Seemann's solution](#)

**132.**

291C

[Network Mask](#) · [Tutorial](#)

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

[Seemann's solution](#)

**133.**

273B

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

Rating: 1600 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: combinatorics

[Seemann's solution](#)

**134.**

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2012-12-27 · Java 6 (first AC) · Tags: brute force, implementation, strings

[Seemann's solution](#)

**135.**

243A

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

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: bitmasks

[Seemann's solution](#)

**136.**

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,648 global accepts · Rating: 1600 · first AC: 2012-10-25 · Java 6 (first AC) · Tags: binary search, number theory, two pointers

[Seemann's solution](#)

**137.**

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2012-02-29 · Java 6 (first AC) · Tags: constructive algorithms, data structures, implementation

[Seemann's solution](#)

**138.**

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,126 global accepts · Rating: 1600 · first AC: 2012-02-24 · Java 6 (first AC) · Tags: math, number theory

[Seemann's solution](#)

**139.**

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2012-02-24 · Java 6 (first AC) · Tags: greedy

[Seemann's solution](#)

**140.**

149B

[Martian Clock](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 1600 · first AC: 2012-02-22 · Java 6 (first AC) · Tags: implementation

[Seemann's solution](#)

**141.**

138A

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

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2011-12-24 · GNU C++ (first AC) · Tags: implementation

[Seemann's solution](#)

**142.**

135B

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

Quality: 2,653 global accepts · Rating: 1600 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: brute force, geometry, math

[Seemann's solution](#)

**143.**

125C

[Hobbits' Party](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 1600 · first AC: 2011-10-29 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Seemann's solution](#)

**144.**

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,329 global accepts · Rating: 1600 · first AC: 2011-03-29 · GNU C++ (first AC) · Tags: dp, math, number theory

[Seemann's solution](#)

**145.**

64C

[Table](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 1600 · first AC: 2011-02-21 · Tcl (first AC) · Tags: \*special, greedy, implementation, math

[Seemann's solution](#)

**146.**

46C

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

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

[Seemann's solution](#)

**147.**

40B

[Repaintings](#) · [Tutorial](#)

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

[Seemann's solution](#)

**148.**

925B

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

Quality: 2,350 global accepts · Rating: 1700 · first AC: 2018-04-29 · Java 8 (first AC) · Tags: binary search, implementation, sortings

[Seemann's solution](#)

**149.**

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Seemann's solution](#)

**150.**

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · Java 8 (first AC) · Tags: math, number theory

[Seemann's solution](#)

**151.**

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, math

[Seemann's solution](#)

**152.**

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[Seemann's solution](#)

**153.**

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, data structures, two pointers

[Seemann's solution](#)

**154.**

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation

[Seemann's solution](#)

**155.**

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[Seemann's solution](#)

**156.**

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**157.**

524B

[BD>D\\$> CÔO CÔO CÄÖD\\$> 2 \(round version\)](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: dp, greedy

[Seemann's solution](#)

**158.**

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · Java 7 (first AC) · Tags: geometry

[Seemann's solution](#)

**159.**

484A

[Bits](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1700 · first AC: 2014-11-05 · Java 7 (first AC) · Tags: bitmasks, constructive algorithms

[Seemann's solution](#)

**160.**

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2012-12-27 · Java 6 (first AC) · Tags: constructive algorithms, greedy, implementation

[Seemann's solution](#)

**161.**

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: dp

[Seemann's solution](#)

**162.**

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[Seemann's solution](#)

**163.**

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2012-02-29 · Java 6 (first AC) · Tags: brute force

[Seemann's solution](#)

**164.**

140A

[New Year Table](#) · [Tutorial](#)

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

[Seemann's solution](#)

**165.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,769 global accepts · Rating: 1700 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Seemann's solution](#)

**166.**

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1700 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: dp

[Seemann's solution](#)

**167.**

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings, trees

[Seemann's solution](#)

**168.**

823A

[High Load](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Seemann's solution](#)

**169.**

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 5,002 global accepts · Rating: 1800 · first AC: 2017-04-17 · GNU C++11 (first AC) · Tags: binary search, math

[Seemann's solution](#)

**170.**

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: geometry

[Seemann's solution](#)

**171.**

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[Seemann's solution](#)

**172.**

641C

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

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Seemann's solution](#)

**173.**

645D

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

Quality: 3,340 global accepts · Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[Seemann's solution](#)

**174.**

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Seemann's solution](#)

**175.**

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp

[Seemann's solution](#)

**176.**

532E

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

Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**177.**

487A

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

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-21 · Java 7 (first AC) · Tags: binary search, brute force, implementation

[Seemann's solution](#)

**178.**

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2014-10-24 · Java 7 (first AC) · Tags: constructive algorithms, data structures, trees

[Seemann's solution](#)

**179.**

220B

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

Quality: 12,886 global accepts · Rating: 1800 · first AC: 2012-09-05 · last AC: 2012-09-05 · GNU C++ (first AC) · Tags: constructive algorithms, data structures

[Seemann's solution](#)

**180.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,179 global accepts · Rating: 1800 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[Seemann's solution](#)

**181.**

140D

[New Year Contest](#) · [Tutorial](#)

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

[Seemann's solution](#)

**182.**

140C

[New Year Snowmen](#) · [Tutorial](#)

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

[Seemann's solution](#)

**183.**

140B

[New Year Cards](#) · [Tutorial](#)

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

[Seemann's solution](#)

**184.**

123B

[Squares](#) · [Tutorial](#)

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

[Seemann's solution](#)

**185.**

67B

[Restoration of the Permutation](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 1800 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: greedy

[Seemann's solution](#)

**186.**

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: dp, graphs, greedy, implementation

[Seemann's solution](#)

**187.**

62B

[Tyndex.Brome](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 1800 · first AC: 2011-02-25 · GNU C++ (first AC) · Tags: binary search, implementation

[Seemann's solution](#)

**188.**

64E

[Prime Segment](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 1800 · first AC: 2011-02-21 · Tcl (first AC) · Tags: \*special, brute force, math, number theory

[Seemann's solution](#)

**189.**

64D

[Presents](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 1800 · first AC: 2011-02-21 · Tcl (first AC) · Tags: \*special, greedy

[Seemann's solution](#)

**190.**

49D

[Game](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2010-12-17 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[Seemann's solution](#)

**191.**

46D

[Parking Lot](#) · [Tutorial](#)

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

[Seemann's solution](#)

**192.**

45J

[Planting Trees](#) · [Tutorial](#)

Quality: 1,073 global accepts · Rating: 1800 · first AC: 2010-11-13 · GNU C++ (first AC) · Tags: constructive algorithms

[Seemann's solution](#)

**193.**

44D

[Hyperdrive](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1800 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: math

[Seemann's solution](#)

**194.**

37B

[Computer Game](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 1800 · first AC: 2010-10-25 · GNU C++ (first AC) · Tags: greedy, implementation

[Seemann's solution](#)

**195.**

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings, trees

[Seemann's solution](#)

**196.**

928C

[Dependency management](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, graphs, implementation

[Seemann's solution](#)

**197.**

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[Seemann's solution](#)

**198.**

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[Seemann's solution](#)

**199.**

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices

[Seemann's solution](#)

**200.**

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[Seemann's solution](#)

**201.**

524C

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

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: binary search, sortings

[Seemann's solution](#)

**202.**

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · Java 7 (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[Seemann's solution](#)

**203.**

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · Java 7 (first AC) · Tags: binary search, brute force, implementation

[Seemann's solution](#)

**204.**

388B

[Fox and Minimal path](#) · [Tutorial](#)

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

[Seemann's solution](#)

**205.**

241G

[Challenging Balloons](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 1900 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: constructive algorithms

[Seemann's solution](#)

**206.**

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: \*special, dp, sortings

[Seemann's solution](#)

**207.**

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, games, greedy

[Seemann's solution](#)

**208.**

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: binary search, brute force, math

[Seemann's solution](#)

**209.**

121C

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

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

[Seemann's solution](#)

**210.**

103C

[Russian Roulette](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 1900 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Seemann's solution](#)

**211.**

67D

[Optical Experiment](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[Seemann's solution](#)

**212.**

46E

[Comb](#) · [Tutorial](#)

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

[Seemann's solution](#)

**213.**

45C

[Dancing Lessons](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 1900 · first AC: 2010-11-13 · GNU C++ (first AC) · Tags: data structures

[Seemann's solution](#)

**214.**

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2010-11-13 · GNU C++ (first AC) · Tags: greedy, meet-in-the-middle, sortings

[Seemann's solution](#)

**215.**

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 1900 · first AC: 2010-10-25 · GNU C++ (first AC) · Tags: data structures, greedy, trees

[Seemann's solution](#)

**216.**

773B

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

Quality: 1,216 global accepts · Rating: 2000 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: brute force, greedy

[Seemann's solution](#)

**217.**

641E

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

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures

[Seemann's solution](#)

**218.**

541C

[Idempotent functions](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**219.**

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**220.**

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[Seemann's solution](#)

**221.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: \*special, data structures

[Seemann's solution](#)

**222.**

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2014-10-16 · GNU C++ (first AC) · Tags: dp

[Seemann's solution](#)

**223.**

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-02-03 · Java 7 (first AC) · Tags: games, greedy, sortings

[Seemann's solution](#)

**224.**

341C

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

Rating: 2000 · first AC: 2013-08-30 · Java 7 (first AC) · Tags: combinatorics, dp, math

[Seemann's solution](#)

**225.**

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: brute force

[Seemann's solution](#)

**226.**

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: graphs, sortings

[Seemann's solution](#)

**227.**

237D

[T-decomposition](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2000 · first AC: 2012-10-25 · Java 6 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Seemann's solution](#)

**228.**

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Seemann's solution](#)

**229.**

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: dp

[Seemann's solution](#)

**230.**

64F

[Domain](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 2000 · first AC: 2011-02-21 · Tcl (first AC) · Tags: \*special, expression parsing

[Seemann's solution](#)

**231.**

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2011-01-03 · GNU C++ (first AC) · Tags: geometry

[Seemann's solution](#)

**232.**

43D

[Journey](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2000 · first AC: 2010-11-29 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[Seemann's solution](#)

**233.**

45E

[Director](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2000 · first AC: 2010-11-13 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Seemann's solution](#)

**234.**

44J

[Triminoes](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2000 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Seemann's solution](#)

**235.**

39A

[C\\*++ Calculations](#) · [Tutorial](#)

Quality: 794 global accepts · Rating: 2000 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: expression parsing, greedy

[Seemann's solution](#)

**236.**

39E

[What Has Dirichlet Got to Do with That?](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: dp, games

[Seemann's solution](#)

**237.**

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[Seemann's solution](#)

**238.**

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: dp, probabilities, trees

[Seemann's solution](#)

**239.**

823B

[DNA Evolution](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-07-09 · GNU C++11 (first AC) · Tags: data structures, strings

[Seemann's solution](#)

**240.**

771C

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

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Seemann's solution](#)

**241.**

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,667 global accepts · Rating: 2100 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: greedy, sortings

[Seemann's solution](#)

**242.**

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: \*special, binary search, data structures, implementation, sortings, strings

[Seemann's solution](#)

**243.**

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, math

[Seemann's solution](#)

**244.**

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[Seemann's solution](#)

**245.**

541F

[Quest](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**246.**

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: greedy, two pointers

[Seemann's solution](#)

**247.**

522C

[Chicken or Fish?](#) · [Tutorial](#)

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

[Seemann's solution](#)

**248.**

498C

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

Quality: 4,189 global accepts · Rating: 2100 · first AC: 2014-12-24 · Java 7 (first AC) · Tags: flows, graph matchings, number theory

[Seemann's solution](#)

**249.**

497C

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

Rating: 2100 · first AC: 2014-12-17 · Java 7 (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Seemann's solution](#)

**250.**

260D

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2012-12-27 · Java 6 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees

[Seemann's solution](#)

**251.**

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[Seemann's solution](#)

**252.**

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: brute force, data structures, sortings

[Seemann's solution](#)

**253.**

60C

[Mushroom Strife](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2100 · first AC: 2011-02-20 · GNU C++ (first AC) · Tags: brute force, dfs and similar

[Seemann's solution](#)

**254.**

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Seemann's solution](#)

**255.**

773C

[Prairie Partition](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2200 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Seemann's solution](#)

**256.**

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[Seemann's solution](#)

**257.**

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[Seemann's solution](#)

**258.**

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Seemann's solution](#)

**259.**

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Seemann's solution](#)

**260.**

590C

[Three States](#) · [Tutorial](#)

Quality: 3,554 global accepts · Rating: 2200 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Seemann's solution](#)

**261.**

549C

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

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: games

[Seemann's solution](#)

**262.**

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Seemann's solution](#)

**263.**

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: graphs, greedy

[Seemann's solution](#)

**264.**

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2011-12-24 · GNU C++ (first AC) · Tags: binary search, data structures, probabilities, sortings

[Seemann's solution](#)

**265.**

823C

[Bamboo Partition](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-07-09 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[Seemann's solution](#)

**266.**

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2300 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[Seemann's solution](#)

**267.**

732F

[Tourist Reform](#) · [Tutorial](#)

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

[Seemann's solution](#)

**268.**

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[Seemann's solution](#)

**269.**

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[Seemann's solution](#)

**270.**

601C

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

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Seemann's solution](#)

**271.**

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dp

[Seemann's solution](#)

**272.**

549B

[Lookser Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Seemann's solution](#)

**273.**

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2013-02-28 · Java 7 (first AC) · Tags: constructive algorithms, geometry

[Seemann's solution](#)

**274.**

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2012-02-25 · last AC: 2012-02-25 · Java 6 (first AC) · Tags: graphs, hashing, sortings

[Seemann's solution](#)

**275.**

40C

[Berland Square](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 2300 · first AC: 2010-11-05 · GNU C++ (first AC) · Tags: implementation, math

[Seemann's solution](#)

**276.**

37D

[Lesson Timetable](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2300 · first AC: 2010-10-26 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Seemann's solution](#)

**277.**

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2016-09-19 · GNU C++11 (first AC) · Tags: dfs and similar, flows

[Seemann's solution](#)

**278.**

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: dp, implementation, math, probabilities

[Seemann's solution](#)

**279.**

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, two pointers

[Seemann's solution](#)

**280.**

541A

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

Rating: 2400 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**281.**

532F

[Encoding](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**282.**

524E

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

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, sortings

[Seemann's solution](#)

**283.**

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: dp, probabilities, two pointers

[Seemann's solution](#)

**284.**

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2014-11-05 · Java 7 (first AC) · Tags: data structures, dp, greedy

[Seemann's solution](#)

**285.**

39G

[Inverse Function](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 2400 · first AC: 2010-10-24 · last AC: 2010-10-24 · GNU C++ (first AC) · Tags: implementation

[Seemann's solution](#)

**286.**

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2018-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Seemann's solution](#)

**287.**

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Seemann's solution](#)

**288.**

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Seemann's solution](#)

**289.**

951D

[Mobile Phone Network](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Seemann's solution](#)

**290.**

925D

[Aztec Catacombs](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2600 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Seemann's solution](#)

**291.**

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[Seemann's solution](#)

**292.**

541D

[Superhero's Job](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**293.**

541E

[Playing on Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**294.**

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2014-11-06 · Java 7 (first AC) · Tags: implementation, math

[Seemann's solution](#)

**295.**

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[Seemann's solution](#)

**296.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[Seemann's solution](#)

**297.**

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees

[Seemann's solution](#)

**298.**

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[Seemann's solution](#)

**299.**

524F

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

Quality: 594 global accepts · Rating: 2700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[Seemann's solution](#)

**300.**

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Seemann's solution](#)

**301.**

1275C

[#define At0CDD0toB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Seemann's solution](#)

**302.**

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Seemann's solution](#)

**303.**

1275A

[B 1DK0\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Seemann's solution](#)

**304.**

100162A

[Box Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-05 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**305.**

100162K

[Ant versus Woodpecker](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-05 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**306.**

100162G

[Lyndon Words](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-05 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**307.**

100162B

[Circle of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-05 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**308.**

100162F

[Longest Two Graphs Common String](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-05 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**309.**

100162H

[Temperature](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-05 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**310.**

100524E

[Ebola Virus](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-02 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**311.**

100524B

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

Rating: — · first AC: 2015-04-02 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**312.**

100524G

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

Rating: — · first AC: 2015-04-02 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**313.**

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-02 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**314.**

100524J

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

Rating: — · first AC: 2015-04-02 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**315.**

100524A

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

Rating: — · first AC: 2015-04-02 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**316.**

100653C

[A=FOOD 5D A Dä=D`E C`NC 8D\\$5C`5C•](#)

Rating: — · first AC: 2015-03-28 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**317.**

100603F

[Mirror Trap](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-27 · last AC: 2015-03-27 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**318.**

100603J

[Trains](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-27 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**319.**

100603C

[Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-27 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**320.**

100603G

[Ticket Inspector](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-27 · GNU C++11 (first AC) · Tags: —

[Seemann's solution](#)

**321.**

100519B

[Bring Your Own Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: —

[Seemann's solution](#)

**322.**

100519I

[Interactive Primes Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: —

[Seemann's solution](#)

**323.**

100519G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: —

[Seemann's solution](#)

**324.**

100519H

[Holes](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: —

[Seemann's solution](#)

**325.**

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: —

[Seemann's solution](#)

**326.**

100519C

[CIA Datacenter](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: —

[Seemann's solution](#)

**327.**

100519F

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: —

[Seemann's solution](#)

**328.**

100519A

[Advanced 2048](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: —

[Seemann's solution](#)

**329.**

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: —

[Seemann's solution](#)