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Unique solved — SendThemToHell

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

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

Filters: none

Count: 1,313

1.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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2.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,875 global accepts · Rating: 800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

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3.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,206 global accepts · Rating: 800 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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4.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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5.

1987A

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6.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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7.

1773F

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Quality: 4,782 global accepts · Rating: 800 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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8.

1776A

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Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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9.

1781A

[Parallel Projection](#) · [Tutorial](#)

Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

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10.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[SendThemToHell's solution](#)

11.

1769A

[B47CmDò 4Cä @ Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, math

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12.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: math

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13.

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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14.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,321 global accepts · Rating: 800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

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15.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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16.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

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17.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

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18.

1616A

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19.

1607A

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20.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,642 global accepts · Rating: 800 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp,

implementation

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21.

1544B

[Putting Plates](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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22.

1544A

[Binary Decimal](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math

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23.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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24.

1462A

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

Quality: 48,964 global accepts · Rating: 800 · first AC: 2020-12-15 · MS C++ 2017 (first AC) · Tags: implementation, two pointers

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25.

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,175 global accepts · Rating: 800 · first AC: 2020-12-15 · MS C++ 2017 (first AC) · Tags: dp, implementation, strings

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26.

1391B

[Fix You](#) · [Tutorial](#)

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27.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,063 global accepts · Rating: 800 · first AC: 2020-10-12 · Python 3 (first AC) · Tags: constructive algorithms, math

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28.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,959 global accepts · Rating: 800 · first AC: 2020-09-28 · MS C++ 2017 (first AC) · Tags: implementation, math

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29.

1328A

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

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30.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 800 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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31.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory

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32.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

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33.

1307A

[Cow and Haybales](#) · [Tutorial](#)

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34.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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35.

1146A

[Love "A"](#) · [Tutorial](#)

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36.

1144A

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37.

1154A

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38.

1060A

[Phone Numbers](#) · [Tutorial](#)

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39.

1017A

[The Rank](#) · [Tutorial](#)

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40.

1005A

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

Quality: 27,494 global accepts · Rating: 800 · first AC: 2018-07-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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41.

520A

[Pangram](#) · [Tutorial](#)

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42.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,159 global accepts · Rating: 800 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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43.

912A

[Tricky Alchemy](#) · [Tutorial](#)

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44.

630A

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

Quality: 93,511 global accepts · Rating: 800 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: number theory

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45.

908A

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

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

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46.

899A

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Quality: 11,097 global accepts · Rating: 800 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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47.

900A

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48.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

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49.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

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50.

832A

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Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: games, math

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51.

818A

[Diplomas and Certificates](#) · [Tutorial](#)

Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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52.

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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53.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,775 global accepts · Rating: 800 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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54.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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55.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 800 · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
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56.

785A

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

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57.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,735 global accepts · Rating: 800 · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: *special, implementation
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58.

782A

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

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59.

769A

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

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, implementation, sortings
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60.

758A

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

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[SendThemToHell's solution](#)

61.

755A

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

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62.

540A

[Combination Lock](#) · [Tutorial](#)

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63.

620A

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

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64.

146A

[Lucky Ticket](#) · [Tutorial](#)

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65.

278A

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66.

9A

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67.

472A

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68.

624A

[Save Luke](#) · [Tutorial](#)

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69.

629A

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70.

681A

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71.

711A

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72.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,853 global accepts · Rating: 800 · first AC: 2016-12-31 · Python 3 (first AC) · Tags: implementation

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73.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2016-12-31 · Python 3 (first AC) · Tags: implementation

[SendThemToHell's solution](#)

74.

664A

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75.

750A

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

Quality: 92,558 global accepts · Rating: 800 · first AC: 2016-12-30 · PyPy 3 (first AC) · Tags: binary search, brute force, implementation, math

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76.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,416 global accepts · Rating: 800 · first AC: 2016-12-29 · Python 3 (first AC) · Tags: constructive algorithms, implementation

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77.

688A

[Opponents](#) · [Tutorial](#)

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78.

680A

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

Quality: 13,294 global accepts · Rating: 800 · first AC: 2016-12-26 · Python 3 (first AC) · Tags: constructive algorithms, implementation

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79.

752A

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Rating: 800 · first AC: 2016-12-25 · Python 3 (first AC) · Tags: constructive algorithms, math

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80.

716A

[Crazy Computer](#) · [Tutorial](#)

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81.

71A

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82.

731A

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83.

749A

[Bachgold Problem](#) · [Tutorial](#)

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84.

747A

[Display Size](#) · [Tutorial](#)

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85.

746A

[Compute](#) · [Tutorial](#)

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86.

231A

[Team](#) · [Tutorial](#)

Quality: 430,261 global accepts · Rating: 800 · first AC: 2016-12-10 · Python 3 (first AC) · Tags: brute force, greedy

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87.

155A

[I love %username% · Tutorial](#)

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88.

4A

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89.

735A

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90.

721A

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Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-11-18 · Python 3 (first AC) · Tags: implementation

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91.

705A

[Hulk · Tutorial](#)

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92.

734B

[Anton and Digits · Tutorial](#)

Quality: 31,933 global accepts · Rating: 800 · first AC: 2016-11-15 · Python 3 (first AC) · Tags: brute force, greedy, implementation, math

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93.

734A

[Anton and Danik · Tutorial](#)

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[SendThemToHell's solution](#)

94.

676A

[Nicholas and Permutation · Tutorial](#)

Quality: 14,699 global accepts · Rating: 800 · first AC: 2016-11-15 · Python 3 (first AC) · Tags: constructive algorithms, implementation

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95.

701A

[Cards · Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-11-15 · PyPy 3 (first AC) · Tags: greedy, implementation

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96.

712A

[Memory and Crow · Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-11-11 · last AC: 2016-11-11 · PyPy 3 (first AC) · Tags: implementation, math

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97.

707A

[Brain's Photos · Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2016-11-10 · PyPy 3 (first AC) · Tags: implementation

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98.

702A

[Maximum Increase](#) · [Tutorial](#)

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99.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,836 global accepts · Rating: 800 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

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100.

723A

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Quality: 100,714 global accepts · Rating: 800 · first AC: 2016-10-10 · Python 3 (first AC) · Tags: implementation, math, sortings

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101.

648B

[B > C > D > A > B C D B C A;](#)

Quality: 2,157 global accepts · Rating: 800 · first AC: 2016-03-23 · Python 3 (first AC) · Tags: constructive algorithms, sortings

[SendThemToHell's solution](#)

102.

646A

[B\\$@C!A D 0D\\$0](#)

Rating: 800 · first AC: 2016-03-22 · Python 3 (first AC) · Tags: —

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103.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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104.

1505A

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105.

1779B

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106.

1607B

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107.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,815 global accepts · Rating: 900 · first AC: 2021-01-25 · PyPy 3 (first AC) · Tags: math, number theory

[SendThemToHell's solution](#)

108.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2020-12-15 · MS C++ 2017 (first AC) · Tags: brute force, greedy, math

[SendThemToHell's solution](#)

109.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[SendThemToHell's solution](#)

110.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[SendThemToHell's solution](#)

111.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[SendThemToHell's solution](#)

112.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2020-01-15 · MS C++ 2017 (first AC) · Tags: math

[SendThemToHell's solution](#)

113.

1238A

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

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

[SendThemToHell's solution](#)

114.

1208A

[XORinacci](#) · [Tutorial](#)

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

[SendThemToHell's solution](#)

115.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 900 · first AC: 2019-04-19 · MS C++ 2017 (first AC) · Tags: greedy, implementation, sortings

[SendThemToHell's solution](#)

116.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-29 · MS C++ 2017 (first AC) · Tags: implementation

[SendThemToHell's solution](#)

117.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[SendThemToHell's solution](#)

118.

847G

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

Quality: 7,648 global accepts · Rating: 900 · first AC: 2018-07-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[SendThemToHell's solution](#)

119.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,386 global accepts · Rating: 900 · first AC: 2018-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[SendThemToHell's solution](#)

120.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[SendThemToHell's solution](#)

121.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[SendThemToHell's solution](#)

122.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[SendThemToHell's solution](#)

123.

764B

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

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[SendThemToHell's solution](#)

124.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-25 · Python 3 (first AC) · Tags: brute force, implementation, strings

[SendThemToHell's solution](#)

125.

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-21 · Python 3 (first AC) · Tags: constructive algorithms, sortings

[SendThemToHell's solution](#)

126.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-17 · Python 3 (first AC) · Tags: implementation, math

[SendThemToHell's solution](#)

127.

369A

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

Quality: 12,220 global accepts · Rating: 900 · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[SendThemToHell's solution](#)

128.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,130 global accepts · Rating: 900 · first AC: 2017-01-04 · Python 3 (first AC) · Tags: implementation

[SendThemToHell's solution](#)

129.

697A

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

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-12-29 · Python 3 (first AC) · Tags: implementation, math

[SendThemToHell's solution](#)

130.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2016-12-26 · Python 3 (first AC) · Tags: brute force, geometry, implementation

[SendThemToHell's solution](#)

131.

729A

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

Quality: 8,096 global accepts · Rating: 900 · first AC: 2016-12-24 · Python 3 (first AC) · Tags: implementation, strings

[SendThemToHell's solution](#)

132.

747B

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

Quality: 9,641 global accepts · Rating: 900 · first AC: 2016-12-19 · Python 3 (first AC) · Tags: implementation, strings

[SendThemToHell's solution](#)

133.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,889 global accepts · Rating: 900 · first AC: 2016-12-18 · Python 3 (first AC) · Tags: implementation, strings

[SendThemToHell's solution](#)

134.

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2016-12-18 · Python 3 (first AC) · Tags: implementation, strings

[SendThemToHell's solution](#)

135.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2016-12-13 · Python 3 (first AC) · Tags: brute force, implementation

[SendThemToHell's solution](#)

136.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 900 · first AC: 2016-12-10 · Python 3 (first AC) · Tags: constructive algorithms, greedy, sortings

[SendThemToHell's solution](#)

137.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,962 global accepts · Rating: 900 · first AC: 2016-11-17 · PyPy 3 (first AC) · Tags: implementation

[SendThemToHell's solution](#)

138.

648A

[A00011Cä;DÄHC,,9 Cö>CDJCT<](#)

Quality: 1,056 global accepts · Rating: 900 · first AC: 2016-03-23 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[SendThemToHell's solution](#)

139.

2057B

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

Quality: 23,276 global accepts · Rating: 1000 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[SendThemToHell's solution](#)

140.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[SendThemToHell's solution](#)

141.

1781B

[Going to the Cinema](#) · [Tutorial](#)

Quality: 14,758 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[SendThemToHell's solution](#)

142.

1769B1

[A to Z](#) · [C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math

[SendThemToHell's solution](#)

143.

1607C

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

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

[SendThemToHell's solution](#)

144.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[SendThemToHell's solution](#)

145.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[SendThemToHell's solution](#)

146.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,416 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SendThemToHell's solution](#)

147.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[SendThemToHell's solution](#)

148.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

149.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,050 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[SendThemToHell's solution](#)

150.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[SendThemToHell's solution](#)

151.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2020-01-19 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation

[SendThemToHell's solution](#)

152.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2019-12-20 · MS C++ 2017 (first AC) · Tags: brute force, implementation, strings
[SendThemToHell's solution](#)

153.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,282 global accepts · Rating: 1000 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[SendThemToHell's solution](#)

154.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-06-05 · last AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[SendThemToHell's solution](#)

155.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,701 global accepts · Rating: 1000 · first AC: 2019-04-21 · MS C++ 2017 (first AC) · Tags: implementation
[SendThemToHell's solution](#)

156.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,363 global accepts · Rating: 1000 · first AC: 2019-04-19 · MS C++ 2017 (first AC) · Tags: constructive algorithms, sortings
[SendThemToHell's solution](#)

157.

1151A

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

Quality: 11,857 global accepts · Rating: 1000 · first AC: 2019-04-19 · MS C++ 2017 (first AC) · Tags: brute force, strings
[SendThemToHell's solution](#)

158.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-14 · MS C++ 2017 (first AC) · Tags: brute force, math
[SendThemToHell's solution](#)

159.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,471 global accepts · Rating: 1000 · first AC: 2019-03-29 · MS C++ 2017 (first AC) · Tags: implementation, math
[SendThemToHell's solution](#)

160.

1027A

[Palindromic Twist](#) · [Tutorial](#)

Quality: 18,802 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[SendThemToHell's solution](#)

161.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2018-07-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[SendThemToHell's solution](#)

162.

890A

[ACM ICPC](#) · [Tutorial](#)

Rating: 1000 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[SendThemToHell's solution](#)

163.

890B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

164.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[SendThemToHell's solution](#)

165.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-25 · Python 3 (first AC) · Tags: brute force, implementation, strings

[SendThemToHell's solution](#)

166.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · Python 3 (first AC) · Tags: implementation, sortings

[SendThemToHell's solution](#)

167.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-05 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math

[SendThemToHell's solution](#)

168.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-03-07 · Python 3 (first AC) · Tags: constructive algorithms, implementation, math

[SendThemToHell's solution](#)

169.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-02-26 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[SendThemToHell's solution](#)

170.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-10 · Python 3 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[SendThemToHell's solution](#)

171.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2017-02-10 · Python 3 (first AC) · Tags: constructive algorithms, strings

[SendThemToHell's solution](#)

172.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-02-01 · Python 3 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[SendThemToHell's solution](#)

173.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, implementation

[SendThemToHell's solution](#)

174.

757A

[Gotta Catch Em' All! · Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · Python 3 (first AC) · Tags: implementation

[SendThemToHell's solution](#)

175.

724A

[Checking the Calendar · Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2017-01-07 · Python 3 (first AC) · Tags: implementation

[SendThemToHell's solution](#)

176.

604A

[Uncowed Forces · Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[SendThemToHell's solution](#)

177.

670B

[Game of Robots · Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[SendThemToHell's solution](#)

178.

75A

[Life Without Zeros · Tutorial](#)

Quality: 29,722 global accepts · Rating: 1000 · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[SendThemToHell's solution](#)

179.

3A

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

Quality: 22,144 global accepts · Rating: 1000 · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, shortest paths

[SendThemToHell's solution](#)

180.

43A

[Football · Tutorial](#)

Quality: 69,167 global accepts · Rating: 1000 · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: strings

[SendThemToHell's solution](#)

181.

672B

[Different is Good · Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2016-12-31 · Python 3 (first AC) · Tags: constructive algorithms, implementation, strings

[SendThemToHell's solution](#)

182.

688B

[Lovely Palindromes · Tutorial](#)

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-12-29 · Python 3 (first AC) · Tags: constructive algorithms, math

[SendThemToHell's solution](#)

183.

753A

[Santa Claus and Candies · Tutorial](#)

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2016-12-29 · Python 3 (first AC) · Tags: dp, greedy, math

[SendThemToHell's solution](#)

184.

680B

[Bear and Finding Criminals · Tutorial](#)

Quality: 26,243 global accepts · Rating: 1000 · first AC: 2016-12-26 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[SendThemToHell's solution](#)

185.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,982 global accepts · Rating: 1000 · first AC: 2016-12-10 · Python 3 (first AC) · Tags: implementation, math, number theory

[SendThemToHell's solution](#)

186.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,219 global accepts · Rating: 1000 · first AC: 2016-12-09 · Python 3 (first AC) · Tags: math

[SendThemToHell's solution](#)

187.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,844 global accepts · Rating: 1000 · first AC: 2016-11-14 · Python 3 (first AC) · Tags: implementation

[SendThemToHell's solution](#)

188.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-11-12 · Python 3 (first AC) · Tags: implementation

[SendThemToHell's solution](#)

189.

733A

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

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

[SendThemToHell's solution](#)

190.

727A

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

Quality: 18,024 global accepts · Rating: 1000 · first AC: 2016-10-18 · Python 3 (first AC) · Tags: brute force, dfs and similar, math

[SendThemToHell's solution](#)

191.

732B

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

Quality: 25,769 global accepts · Rating: 1000 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[SendThemToHell's solution](#)

192.

100950A

[A: NO 30Ä KCR GC,,AC 0 Aó>C 8C#0D ?C](#)

Rating: 1000 · first AC: 2016-09-29 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

193.

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · Python 3 (first AC) · Tags: implementation

[SendThemToHell's solution](#)

194.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,827 global accepts · Rating: 1000 · first AC: 2016-03-30 · Python 3 (first AC) · Tags: implementation, math

[SendThemToHell's solution](#)

195.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · Python 3 (first AC) · Tags: *special, constructive algorithms

[SendThemToHell's solution](#)

196.

637A

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

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-13 · Python 3 (first AC) · Tags: *special, constructive algorithms, implementation

[SendThemToHell's solution](#)

197.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[SendThemToHell's solution](#)

198.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[SendThemToHell's solution](#)

199.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[SendThemToHell's solution](#)

200.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[SendThemToHell's solution](#)

201.

1575A

[Another Sorting Problem](#) · [Tutorial](#)

Quality: 5,183 global accepts · Rating: 1100 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[SendThemToHell's solution](#)

202.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[SendThemToHell's solution](#)

203.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[SendThemToHell's solution](#)

204.

1327A

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

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[SendThemToHell's solution](#)

205.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[SendThemToHell's solution](#)

206.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[SendThemToHell's solution](#)

207.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2020-01-15 · MS C++ 2017 (first AC) · Tags: data structures, implementation

[SendThemToHell's solution](#)

208.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[SendThemToHell's solution](#)

209.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · MS C++ 2017 (first AC) · Tags: implementation, strings

[SendThemToHell's solution](#)

210.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-04-14 · MS C++ 2017 (first AC) · Tags: brute force, implementation

[SendThemToHell's solution](#)

211.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-04-14 · MS C++ 2017 (first AC) · Tags: brute force, implementation, strings

[SendThemToHell's solution](#)

212.

1060B

[Maximum Sum of Digits](#) · [Tutorial](#)

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-11-03 · GNU C++11 (first AC) · Tags: greedy

[SendThemToHell's solution](#)

213.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,079 global accepts · Rating: 1100 · first AC: 2018-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[SendThemToHell's solution](#)

214.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[SendThemToHell's solution](#)

215.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[SendThemToHell's solution](#)

216.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1100 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[SendThemToHell's solution](#)

217.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[SendThemToHell's solution](#)

218.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,917 global accepts · Rating: 1100 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[SendThemToHell's solution](#)

219.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[SendThemToHell's solution](#)

220.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,187 global accepts · Rating: 1100 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[SendThemToHell's solution](#)

221.

869B

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

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[SendThemToHell's solution](#)

222.

869A

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

Quality: 9,796 global accepts · Rating: 1100 · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[SendThemToHell's solution](#)

223.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[SendThemToHell's solution](#)

224.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[SendThemToHell's solution](#)

225.

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[SendThemToHell's solution](#)

226.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[SendThemToHell's solution](#)

227.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-02-26 · PyPy 3 (first AC) · Tags: brute force, greedy

[SendThemToHell's solution](#)

228.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: data structures, implementation

[SendThemToHell's solution](#)

229.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[SendThemToHell's solution](#)

230.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-19 · PyPy 3 (first AC) · Tags: brute force, implementation, number theory

[SendThemToHell's solution](#)

231.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · PyPy 3 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[SendThemToHell's solution](#)

232.

754B

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

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · Python 3 (first AC) · Tags: brute force, implementation

[SendThemToHell's solution](#)

233.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[SendThemToHell's solution](#)

234.

682A

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

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[SendThemToHell's solution](#)

235.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[SendThemToHell's solution](#)

236.

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[SendThemToHell's solution](#)

237.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2017-01-04 · Python 3 (first AC) · Tags: brute force

[SendThemToHell's solution](#)

238.

368B

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

Quality: 49,900 global accepts · Rating: 1100 · first AC: 2017-01-03 · Python 3 (first AC) · Tags: data structures, dp

[SendThemToHell's solution](#)

239.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2017-01-02 · Python 3 (first AC) · Tags: greedy, sortings

[SendThemToHell's solution](#)

240.

629B

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

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2017-01-02 · Python 3 (first AC) · Tags: brute force

[SendThemToHell's solution](#)

241.

667B

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

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2017-01-02 · Python 3 (first AC) · Tags: constructive algorithms, geometry

[SendThemToHell's solution](#)

242.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2017-01-02 · Python 3 (first AC) · Tags: geometry, math

[SendThemToHell's solution](#)

243.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2016-12-31 · Python 3 (first AC) · Tags: implementation, strings

[SendThemToHell's solution](#)

244.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2016-12-30 · PyPy 3 (first AC) · Tags: implementation, math, sortings, strings

[SendThemToHell's solution](#)

245.

686B

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

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2016-12-29 · Python 3 (first AC) · Tags: constructive algorithms, implementation, sortings

[SendThemToHell's solution](#)

246.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-12-29 · Python 3 (first AC) · Tags: games, math

[SendThemToHell's solution](#)

247.

714A

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

Quality: 11,145 global accepts · Rating: 1100 · first AC: 2016-12-27 · Python 3 (first AC) · Tags: implementation, math

[SendThemToHell's solution](#)

248.

719A

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

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2016-12-27 · Python 3 (first AC) · Tags: implementation

[SendThemToHell's solution](#)

249.

706B

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

Quality: 84,452 global accepts · Rating: 1100 · first AC: 2016-12-26 · last AC: 2016-12-26 · PyPy 3 (first AC) · Tags: binary search, dp, implementation

[SendThemToHell's solution](#)

250.

731B

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

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-12-20 · Python 3 (first AC) · Tags: constructive algorithms, greedy

[SendThemToHell's solution](#)

251.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-11-27 · Python 3 (first AC) · Tags: dp, greedy, implementation, math

[SendThemToHell's solution](#)

252.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2016-11-27 · Python 3 (first AC) · Tags: greedy, number theory, sortings

[SendThemToHell's solution](#)

253.

712B

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

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-11-11 · Python 3 (first AC) · Tags: implementation, strings

[SendThemToHell's solution](#)

254.

733B

[Parade](#) · [Tutorial](#)

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

[SendThemToHell's solution](#)

255.

519B

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

Quality: 43,710 global accepts · Rating: 1100 · first AC: 2016-10-26 · Python 3 (first AC) · Tags: data structures, implementation, sortings

[SendThemToHell's solution](#)

256.

648C

[A<D&B B >C >D\\$0](#)

Quality: 1,352 global accepts · Rating: 1100 · first AC: 2016-03-23 · Python 3 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[SendThemToHell's solution](#)

257.

638A

[Home Numbers](#) · [Tutorial](#)

Quality: 4,374 global accepts · Rating: 1100 · first AC: 2016-03-20 · Python 3 (first AC) · Tags: *special, constructive algorithms, math

[SendThemToHell's solution](#)

258.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[SendThemToHell's solution](#)

259.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings

[SendThemToHell's solution](#)

260.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[SendThemToHell's solution](#)

261.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[SendThemToHell's solution](#)

262.

1769C1

[A67001d CD\\$:C](#) •

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, greedy

[SendThemToHell's solution](#)

263.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,936 global accepts · Rating: 1200 · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[SendThemToHell's solution](#)

264.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[SendThemToHell's solution](#)

265.

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[SendThemToHell's solution](#)

266.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[SendThemToHell's solution](#)

267.

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[SendThemToHell's solution](#)

268.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,083 global accepts · Rating: 1200 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[SendThemToHell's solution](#)

269.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[SendThemToHell's solution](#)

270.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[SendThemToHell's solution](#)

271.

1327B

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

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

272.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings
[SendThemToHell's solution](#)

273.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[SendThemToHell's solution](#)

274.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2020-01-15 · MS C++ 2017 (first AC) · Tags: math
[SendThemToHell's solution](#)

275.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[SendThemToHell's solution](#)

276.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[SendThemToHell's solution](#)

277.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[SendThemToHell's solution](#)

278.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,121 global accepts · Rating: 1200 · first AC: 2019-04-21 · MS C++ 2017 (first AC) · Tags: sortings, two pointers
[SendThemToHell's solution](#)

279.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,371 global accepts · Rating: 1200 · first AC: 2019-04-21 · MS C++ 2017 (first AC) · Tags: math, number theory
[SendThemToHell's solution](#)

280.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-19 · MS C++ 2017 (first AC) · Tags: math
[SendThemToHell's solution](#)

281.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-14 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy
[SendThemToHell's solution](#)

282.

1100C

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

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-14 · GNU C++11 (first AC) · Tags: binary search, geometry, math
[SendThemToHell's solution](#)

283.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2018-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[SendThemToHell's solution](#)

284.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[SendThemToHell's solution](#)

285.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[SendThemToHell's solution](#)

286.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-09 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[SendThemToHell's solution](#)

287.

928A

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

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings

[SendThemToHell's solution](#)

288.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · Python 3 (first AC) · Tags: brute force, greedy, sortings

[SendThemToHell's solution](#)

289.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,063 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[SendThemToHell's solution](#)

290.

913B

[Christmas Spruce](#) · [Tutorial](#)

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

[SendThemToHell's solution](#)

291.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[SendThemToHell's solution](#)

292.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[SendThemToHell's solution](#)

293.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[SendThemToHell's solution](#)

294.

911B

[Two Cakes](#) · [Tutorial](#)

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

[SendThemToHell's solution](#)

295.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[SendThemToHell's solution](#)

296.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[SendThemToHell's solution](#)

297.

842A

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

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[SendThemToHell's solution](#)

298.

811B

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

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[SendThemToHell's solution](#)

299.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[SendThemToHell's solution](#)

300.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[SendThemToHell's solution](#)

301.

769B

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

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, greedy, two pointers

[SendThemToHell's solution](#)

302.

779C

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

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[SendThemToHell's solution](#)

303.

776B

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

Quality: 25,729 global accepts · Rating: 1200 · first AC: 2017-02-25 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[SendThemToHell's solution](#)

304.

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: math

[SendThemToHell's solution](#)

305.

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: implementation

[SendThemToHell's solution](#)

306.

754A

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

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2017-01-06 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[SendThemToHell's solution](#)

307.

454B

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

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[SendThemToHell's solution](#)

308.

445A

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

Quality: 33,667 global accepts · Rating: 1200 · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[SendThemToHell's solution](#)

309.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2017-01-04 · PyPy 3 (first AC) · Tags: math, number theory

[SendThemToHell's solution](#)

310.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[SendThemToHell's solution](#)

311.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[SendThemToHell's solution](#)

312.

729B

[Spotlights](#) · [Tutorial](#)

Quality: 8,703 global accepts · Rating: 1200 · first AC: 2016-12-27 · last AC: 2016-12-27 · PyPy 2 (first AC) · Tags: dp, implementation

[SendThemToHell's solution](#)

313.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-12-27 · Python 3 (first AC) · Tags: implementation, strings

[SendThemToHell's solution](#)

314.

714B

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

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-12-27 · Python 3 (first AC) · Tags: implementation, sortings

[SendThemToHell's solution](#)

315.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-12-24 · Python 3 (first AC) · Tags: implementation, math

[SendThemToHell's solution](#)

316.

749B

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

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-19 · Python 3 (first AC) · Tags: brute force, constructive algorithms, geometry

[SendThemToHell's solution](#)

317.

743B

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

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2016-12-15 · Python 3 (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[SendThemToHell's solution](#)

318.

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-15 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[SendThemToHell's solution](#)

319.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-11-27 · Python 3 (first AC) · Tags: greedy, sortings

[SendThemToHell's solution](#)

320.

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-23 · Python 3 (first AC) · Tags: constructive algorithms

[SendThemToHell's solution](#)

321.

709C

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

Rating: 1200 · first AC: 2016-11-17 · Python 3 (first AC) · Tags: greedy, strings

[SendThemToHell's solution](#)

322.

701B

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

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2016-11-15 · last AC: 2016-11-15 · PyPy 3 (first AC) · Tags: data structures, math

[SendThemToHell's solution](#)

323.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-03-30 · Python 3 (first AC) · Tags: greedy, implementation

[SendThemToHell's solution](#)

324.

639A

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

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · Python 3 (first AC) · Tags: implementation

[SendThemToHell's solution](#)

325.

645B

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

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

[SendThemToHell's solution](#)

326.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 1200 · first AC: 2016-03-13 · Python 3 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[SendThemToHell's solution](#)

327.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings

[SendThemToHell's solution](#)

328.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[SendThemToHell's solution](#)

329.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[SendThemToHell's solution](#)

330.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[SendThemToHell's solution](#)

331.

1769C2

[A<>CD:CD CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp

[SendThemToHell's solution](#)

332.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[SendThemToHell's solution](#)

333.

1607D

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

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

[SendThemToHell's solution](#)

334.

1563A

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

Rating: 1300 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: math

[SendThemToHell's solution](#)

335.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[SendThemToHell's solution](#)

336.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[SendThemToHell's solution](#)

337.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[SendThemToHell's solution](#)

338.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[SendThemToHell's solution](#)

339.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[SendThemToHell's solution](#)

340.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 1300 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[SendThemToHell's solution](#)

341.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,399 global accepts · Rating: 1300 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[SendThemToHell's solution](#)

342.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[SendThemToHell's solution](#)

343.

1100B

[Build a Contest](#) · [Tutorial](#)

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

344.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[SendThemToHell's solution](#)

345.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[SendThemToHell's solution](#)

346.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[SendThemToHell's solution](#)

347.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SendThemToHell's solution](#)

348.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-03-13 · last AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[SendThemToHell's solution](#)

349.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force

[SendThemToHell's solution](#)

350.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[SendThemToHell's solution](#)

351.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[SendThemToHell's solution](#)

352.

912B

[New Year's Eve](#) · [Tutorial](#)

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

[SendThemToHell's solution](#)

353.

890C

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

Rating: 1300 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[SendThemToHell's solution](#)

354.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[SendThemToHell's solution](#)

355.

630F

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

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[SendThemToHell's solution](#)

356.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 1300 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[SendThemToHell's solution](#)

357.

909B

[Segments](#) · [Tutorial](#)

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

[SendThemToHell's solution](#)

358.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[SendThemToHell's solution](#)

359.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[SendThemToHell's solution](#)

360.

841C

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

Rating: 1300 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[SendThemToHell's solution](#)

361.

871A

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

Rating: 1300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[SendThemToHell's solution](#)

362.

64A

[Factorial](#) · [Tutorial](#)

Quality: 4,247 global accepts · Rating: 1300 · first AC: 2017-05-29 · Tcl (first AC) · Tags: *special, implementation

[SendThemToHell's solution](#)

363.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[SendThemToHell's solution](#)

364.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[SendThemToHell's solution](#)

365.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[SendThemToHell's solution](#)

366.

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

[SendThemToHell's solution](#)

367.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · PyPy 3 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[SendThemToHell's solution](#)

368.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2017-01-15 · Python 3 (first AC) · Tags: constructive algorithms, dp, math

[SendThemToHell's solution](#)

369.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,518 global accepts · Rating: 1300 · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[SendThemToHell's solution](#)

370.

476B

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

Quality: 37,027 global accepts · Rating: 1300 · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[SendThemToHell's solution](#)

371.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 1300 · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[SendThemToHell's solution](#)

372.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2017-01-04 · Python 3 (first AC) · Tags: greedy, implementation, math, number theory

[SendThemToHell's solution](#)

373.

673B

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

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2016-12-31 · last AC: 2016-12-31 · Python 3 (first AC) · Tags: greedy, implementation

[SendThemToHell's solution](#)

374.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · PyPy 3 (first AC) · Tags: geometry, implementation

[SendThemToHell's solution](#)

375.

716B

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

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2016-12-24 · Python 3 (first AC) · Tags: greedy, two pointers

[SendThemToHell's solution](#)

376.

740A

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

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-11-23 · Python 3 (first AC) · Tags: brute force, implementation

[SendThemToHell's solution](#)

377.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-11-10 · last AC: 2016-11-10 · PyPy 3 (first AC) · Tags: graphs

[SendThemToHell's solution](#)

378.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[SendThemToHell's solution](#)

379.

659B

[Qualifying Contest](#) · [Tutorial](#)

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-03-30 · Python 3 (first AC) · Tags: constructive algorithms, sortings

[SendThemToHell's solution](#)

380.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,682 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[SendThemToHell's solution](#)

381.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[SendThemToHell's solution](#)

382.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[SendThemToHell's solution](#)

383.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[SendThemToHell's solution](#)

384.

1769B2

[A > C08D > C\\$0C08CR DC 9C > C" "•](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, brute force, math

[SendThemToHell's solution](#)

385.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[SendThemToHell's solution](#)

386.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · MS C++ 2017 (first AC) · Tags: greedy, math, number theory

[SendThemToHell's solution](#)

387.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[SendThemToHell's solution](#)

388.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[SendThemToHell's solution](#)

389.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2020-01-19 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dp, math

[SendThemToHell's solution](#)

390.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2019-04-19 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy
[SendThemToHell's solution](#)

391.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-19 · MS C++ 2017 (first AC) · Tags: implementation, math
[SendThemToHell's solution](#)

392.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[SendThemToHell's solution](#)

393.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,183 global accepts · Rating: 1400 · first AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[SendThemToHell's solution](#)

394.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp
[SendThemToHell's solution](#)

395.

630L

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

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[SendThemToHell's solution](#)

396.

911C

[Three Garlands](#) · [Tutorial](#)

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

397.

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[SendThemToHell's solution](#)

398.

851B

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

Quality: 5,890 global accepts · Rating: 1400 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[SendThemToHell's solution](#)

399.

197B

[Limit](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1400 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: math
[SendThemToHell's solution](#)

400.

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-10-12 · Python 3 (first AC) · Tags: combinatorics, constructive algorithms, math
[SendThemToHell's solution](#)

401.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[SendThemToHell's solution](#)

402.

804B

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

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[SendThemToHell's solution](#)

403.

253B

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

Quality: 12,373 global accepts · Rating: 1400 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[SendThemToHell's solution](#)

404.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,797 global accepts · Rating: 1400 · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[SendThemToHell's solution](#)

405.

770D

[Draw Brackets!](#) · [Tutorial](#)

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

[SendThemToHell's solution](#)

406.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,182 global accepts · Rating: 1400 · first AC: 2017-02-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[SendThemToHell's solution](#)

407.

757B

[Bash's Big Day](#) · [Tutorial](#)

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

[SendThemToHell's solution](#)

408.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, games

[SendThemToHell's solution](#)

409.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,634 global accepts · Rating: 1400 · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, implementation, math

[SendThemToHell's solution](#)

410.

279B

[Books](#) · [Tutorial](#)

Quality: 72,432 global accepts · Rating: 1400 · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[SendThemToHell's solution](#)

411.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2017-01-04 · Python 3 (first AC) · Tags: combinatorics, math

[SendThemToHell's solution](#)

412.

379C

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

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[SendThemToHell's solution](#)

413.

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-01-03 · Python 3 (first AC) · Tags: brute force, dp

[SendThemToHell's solution](#)

414.

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1400 · first AC: 2017-01-03 · Python 3 (first AC) · Tags: implementation, math

[SendThemToHell's solution](#)

415.

711B

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

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2017-01-01 · last AC: 2017-01-01 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[SendThemToHell's solution](#)

416.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2016-12-31 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[SendThemToHell's solution](#)

417.

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2016-12-29 · Python 3 (first AC) · Tags: brute force, implementation, math, strings

[SendThemToHell's solution](#)

418.

689A

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

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2016-12-29 · Python 3 (first AC) · Tags: brute force, constructive algorithms, implementation

[SendThemToHell's solution](#)

419.

108B

[Datatypes](#) · [Tutorial](#)

Quality: 2,735 global accepts · Rating: 1400 · first AC: 2016-12-28 · last AC: 2016-12-28 · PyPy 3 (first AC) · Tags: math, sortings

[SendThemToHell's solution](#)

420.

714C

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

Rating: 1400 · first AC: 2016-12-27 · last AC: 2016-12-27 · PyPy 3 (first AC) · Tags: data structures, implementation

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421.

719B

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422.

680C

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423.

752C

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

Rating: 1400 · first AC: 2016-12-25 · Python 3 (first AC) · Tags: greedy, shortest paths

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424.

745B

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425.

651C

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Rating: 1400 · first AC: 2016-11-27 · Python 3 (first AC) · Tags: data structures, geometry, implementation, sortings

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426.

727C

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427.

100950B

[BÖBÖä€](#)

Rating: 1400 · first AC: 2016-09-29 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

428.

641B

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Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · Python 3 (first AC) · Tags: implementation

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429.

646B

[AäHÖ, LC=0 Cö5D 5CD0D:8 D >Cä1D"5CÔ8Dö](#)

Rating: 1400 · first AC: 2016-03-22 · Python 3 (first AC) · Tags: *special, strings

[SendThemToHell's solution](#)

430.

637C

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431.

2057C

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432.

1949B

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433.

1924A

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[SendThemToHell's solution](#)

434.

1776L

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Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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435.

1621B

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Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

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436.

1616C

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Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[SendThemToHell's solution](#)

437.

1575J

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438.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · MS C++ 2017 (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[SendThemToHell's solution](#)

439.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-18 · MS C++ 2017 (first AC) · Tags: constructive algorithms, implementation

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440.

1391C

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Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-10-12 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, graphs, math

[SendThemToHell's solution](#)

441.

1416A

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Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-10-02 · MS C++ 2017 (first AC) · Tags: binary search, data structures, implementation, two pointers

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442.

1272D

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Quality: 19,286 global accepts · Rating: 1500 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[SendThemToHell's solution](#)

443.

1326D1

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Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

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444.

1307C

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Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

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445.

1299A

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446.

1213D1

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447.

1278B

[A and B · Tutorial](#)

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[SendThemToHell's solution](#)

448.

1208B

[Uniqueness · Tutorial](#)

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449.

960B

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450.

1203E

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[SendThemToHell's solution](#)

451.

1179A

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452.

1133D

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Quality: 16,452 global accepts · Rating: 1500 · first AC: 2019-04-21 · MS C++ 2017 (first AC) · Tags: hashing, math, number theory

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453.

1139C

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Quality: 16,657 global accepts · Rating: 1500 · first AC: 2019-04-20 · MS C++ 2017 (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

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454.

1154D

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Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-19 · MS C++ 2017 (first AC) · Tags: greedy

[SendThemToHell's solution](#)

455.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2019-04-14 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, math

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456.

1119C

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457.

1141C

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458.

1141D

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459.

997A

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[SendThemToHell's solution](#)

460.

1005D

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461.

520C

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462.

630K

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Quality: 6,336 global accepts · Rating: 1500 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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463.

908C

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Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

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464.

901A

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Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

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465.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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466.

854C

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Rating: 1500 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —

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467.

64B

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468.

809A

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469.

771B

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Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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470.

771A

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471.

770C

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472.

701C

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473.

550C

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474.

580C

[Kefa and Park](#) · [Tutorial](#)

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475.

576A

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476.

614A

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Quality: 7,803 global accepts · Rating: 1500 · first AC: 2017-01-03 · Python 3 (first AC) · Tags: brute force, implementation

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477.

409H

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Quality: 9,489 global accepts · Rating: 1500 · first AC: 2016-12-29 · Python 3 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

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478.

749C

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Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-26 · PyPy 3 (first AC) · Tags: greedy, implementation, two pointers

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479.

752B

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Rating: 1500 · first AC: 2016-12-25 · Python 3 (first AC) · Tags: greedy, implementation, strings

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480.

746D

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481.

745C

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482.

743C

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483.

282C

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484.

742B

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485.

709B

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486.

707C

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487.

100950C

[Addition of Digits](#)

Rating: 1500 · first AC: 2016-09-29 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

488.

659D

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Quality: 6,710 global accepts · Rating: 1500 · first AC: 2016-03-30 · Python 3 (first AC) · Tags: geometry, implementation, math

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489.

638B

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490.

2181F

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491.

214B

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Quality: 5,352 global accepts · Rating: 1600 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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492.

405C

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493.

2052A

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494.

1505B

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Quality: 6,523 global accepts · Rating: 1600 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation, number theory

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495.

1781C

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496.

1779C

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497.

1514C

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498.

1632C

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499.

1603B

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500.

1607E

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501.

1544D

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502.

1523C

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503.

1528A

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504.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,295 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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505.

1437D

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Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-28 · MS C++ 2017 (first AC) · Tags: graphs, greedy, shortest paths, trees

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506.

1342C

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507.

1327C

[Game with Chips](#) · [Tutorial](#)

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508.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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509.

1305C

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[SendThemToHell's solution](#)

510.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2020-01-15 · MS C++ 2017 (first AC) · Tags: brute force, math, sortings

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511.

1261B1

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

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

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512.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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513.

1203D1

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514.

1138D

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515.

1138C

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516.

1165D

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517.

1165E

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518.

1133F1

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519.

1151B

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Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-19 · MS C++ 2017 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

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520.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-19 · MS C++ 2017 (first AC) · Tags: greedy, math, sortings

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521.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-04-07 · MS C++ 2017 (first AC) · Tags: dp, implementation

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522.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-11-03 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[SendThemToHell's solution](#)

523.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[SendThemToHell's solution](#)

524.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[SendThemToHell's solution](#)

525.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[SendThemToHell's solution](#)

526.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[SendThemToHell's solution](#)

527.

924B

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

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers
[SendThemToHell's solution](#)

528.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[SendThemToHell's solution](#)

529.

916C

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

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[SendThemToHell's solution](#)

530.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · last AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[SendThemToHell's solution](#)

531.

630G

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

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[SendThemToHell's solution](#)

532.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[SendThemToHell's solution](#)

533.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[SendThemToHell's solution](#)

534.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[SendThemToHell's solution](#)

535.

860B

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

Rating: 1600 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, strings
[SendThemToHell's solution](#)

536.

637D

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

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dp, greedy
[SendThemToHell's solution](#)

537.

64C

[Table](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 1600 · first AC: 2017-05-29 · Tcl (first AC) · Tags: *special, greedy, implementation, math
[SendThemToHell's solution](#)

538.

789C

[Functions again](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers

[SendThemToHell's solution](#)

539.

764C

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

Rating: 1600 · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[SendThemToHell's solution](#)

540.

782C

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

Rating: 1600 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[SendThemToHell's solution](#)

541.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: binary search, ternary search

[SendThemToHell's solution](#)

542.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[SendThemToHell's solution](#)

543.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,777 global accepts · Rating: 1600 · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees

[SendThemToHell's solution](#)

544.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · PyPy 3 (first AC) · Tags: binary search, greedy, math

[SendThemToHell's solution](#)

545.

753B

[Interactive Bulls and Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 1600 · first AC: 2016-12-29 · Python 3 (first AC) · Tags: brute force, constructive algorithms, implementation

[SendThemToHell's solution](#)

546.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2016-12-26 · Python 3 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[SendThemToHell's solution](#)

547.

716C

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

Rating: 1600 · first AC: 2016-12-24 · Python 3 (first AC) · Tags: constructive algorithms, math, number theory

[SendThemToHell's solution](#)

548.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2016-12-18 · Python 3 (first AC) · Tags: constructive algorithms, implementation, math

[SendThemToHell's solution](#)

549.

742C

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

Quality: 1600 · first AC: 2016-12-10 · Python 3 (first AC) · Tags: dfs and similar, math

[SendThemToHell's solution](#)

550.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,747 global accepts · Rating: 1600 · first AC: 2016-11-27 · Python 3 (first AC) · Tags: math, number theory

[SendThemToHell's solution](#)

551.

735C

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

Quality: 7,965 global accepts · Rating: 1600 · first AC: 2016-11-27 · Python 3 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[SendThemToHell's solution](#)

552.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2016-11-17 · Python 3 (first AC) · Tags: expression parsing, implementation, strings

[SendThemToHell's solution](#)

553.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers

[SendThemToHell's solution](#)

554.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2016-11-11 · PyPy 3 (first AC) · Tags: greedy, math

[SendThemToHell's solution](#)

555.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[SendThemToHell's solution](#)

556.

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1600 · first AC: 2016-10-10 · Python 3 (first AC) · Tags: greedy

[SendThemToHell's solution](#)

557.

100950D

[AD5DD@C 3CÄ5CÔBC FC,,O Cò0CÄOD\\$8](#)

Quality: 1600 · first AC: 2016-09-29 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

558.

639B

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

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-03-28 · Python 3 (first AC) · Tags: constructive algorithms, graphs, trees

[SendThemToHell's solution](#)

559.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[SendThemToHell's solution](#)

560.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1700 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[SendThemToHell's solution](#)

561.

2080B

[Best Runner](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: *special

[SendThemToHell's solution](#)

562.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[SendThemToHell's solution](#)

563.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[SendThemToHell's solution](#)

564.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[SendThemToHell's solution](#)

565.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[SendThemToHell's solution](#)

566.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[SendThemToHell's solution](#)

567.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-08-19 · last AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[SendThemToHell's solution](#)

568.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[SendThemToHell's solution](#)

569.

1621C

[Hidden Permutations](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[SendThemToHell's solution](#)

570.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[SendThemToHell's solution](#)

571.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[SendThemToHell's solution](#)

572.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[SendThemToHell's solution](#)

573.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[SendThemToHell's solution](#)

574.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-15 · MS C++ 2017 (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[SendThemToHell's solution](#)

575.

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[SendThemToHell's solution](#)

576.

409B

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

Quality: 1,429 global accepts · Rating: 1700 · first AC: 2020-03-30 · Mysterious Language (first AC) · Tags: *special

[SendThemToHell's solution](#)

577.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,013 global accepts · Rating: 1700 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[SendThemToHell's solution](#)

578.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[SendThemToHell's solution](#)

579.

1249E

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

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2020-03-04 · PyPy 3 (first AC) · Tags: dp, shortest paths

[SendThemToHell's solution](#)

580.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[SendThemToHell's solution](#)

581.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-20 · MS C++ 2017 (first AC) · Tags: data structures, dp, greedy, implementation

[SendThemToHell's solution](#)

582.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[SendThemToHell's solution](#)

583.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[SendThemToHell's solution](#)

584.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[SendThemToHell's solution](#)

585.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[SendThemToHell's solution](#)

586.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · MS C++ 2017 (first AC) · Tags: bitmasks, graphs, interactive

[SendThemToHell's solution](#)

587.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,119 global accepts · Rating: 1700 · first AC: 2019-04-19 · MS C++ 2017 (first AC) · Tags: dfs and similar, graphs

[SendThemToHell's solution](#)

588.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-14 · MS C++ 2017 (first AC) · Tags: greedy, strings

[SendThemToHell's solution](#)

589.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2019-03-29 · MS C++ 2017 (first AC) · Tags: math

[SendThemToHell's solution](#)

590.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[SendThemToHell's solution](#)

591.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: combinatorics, sortings
[SendThemToHell's solution](#)

592.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math
[SendThemToHell's solution](#)

593.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[SendThemToHell's solution](#)

594.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[SendThemToHell's solution](#)

595.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[SendThemToHell's solution](#)

596.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: *special
[SendThemToHell's solution](#)

597.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[SendThemToHell's solution](#)

598.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[SendThemToHell's solution](#)

599.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[SendThemToHell's solution](#)

600.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[SendThemToHell's solution](#)

601.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[SendThemToHell's solution](#)

602.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, implementation, math

[SendThemToHell's solution](#)

603.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[SendThemToHell's solution](#)

604.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · PyPy 3 (first AC) · Tags: binary search, math

[SendThemToHell's solution](#)

605.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special

[SendThemToHell's solution](#)

606.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[SendThemToHell's solution](#)

607.

769D

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

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[SendThemToHell's solution](#)

608.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths

[SendThemToHell's solution](#)

609.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: binary search, greedy, strings

[SendThemToHell's solution](#)

610.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2017-01-03 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[SendThemToHell's solution](#)

611.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2017-01-03 · Python 3 (first AC) · Tags: dp

[SendThemToHell's solution](#)

612.

451C

[Predict Outcome of the Game · Tutorial](#)

Quality: 3,580 global accepts · Rating: 1700 · first AC: 2016-12-28 · last AC: 2016-12-28 · PyPy 3 (first AC) · Tags: brute force, implementation, math

[SendThemToHell's solution](#)

613.

740C

[Alyona and mex · Tutorial](#)

Rating: 1700 · first AC: 2016-11-23 · Python 3 (first AC) · Tags: constructive algorithms

[SendThemToHell's solution](#)

614.

2079D

[Cute Subsequences · Tutorial](#)

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: *special, sortings

[SendThemToHell's solution](#)

615.

1286B

[Numbers on Tree · Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[SendThemToHell's solution](#)

616.

1987D

[World is Mine · Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[SendThemToHell's solution](#)

617.

1949I

[Disks · Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[SendThemToHell's solution](#)

618.

1781D

[Many Perfect Squares · Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[SendThemToHell's solution](#)

619.

1769D1

[A,3D0C! CT2D6BCαC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-10 · last AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp

[SendThemToHell's solution](#)

620.

1637D

[Yet Another Minimization Problem · Tutorial](#)

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[SendThemToHell's solution](#)

621.

1575D

[Divisible by Twenty-Five · Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp

[SendThemToHell's solution](#)

622.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings

[SendThemToHell's solution](#)

623.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-29 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, strings

[SendThemToHell's solution](#)

624.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · MS C++ 2017 (first AC) · Tags: binary search, data structures, greedy

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625.

1442A

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Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-06 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dp, greedy

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626.

1426E

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Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

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627.

1328D

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628.

1327E

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629.

1326D2

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Quality: 11,757 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

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630.

1324F

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Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

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631.

1252H

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Quality: 2,846 global accepts · Rating: 1800 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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632.

1299B

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Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[SendThemToHell's solution](#)

633.

1213G

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Quality: 9,533 global accepts · Rating: 1800 · first AC: 2020-01-15 · MS C++ 2017 (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[SendThemToHell's solution](#)

634.

1261B2

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Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

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635.

1254B1

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

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[SendThemToHell's solution](#)

636.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[SendThemToHell's solution](#)

637.

1179B

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Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[SendThemToHell's solution](#)

638.

671A

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

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, implementation

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639.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,442 global accepts · Rating: 1800 · first AC: 2019-04-21 · MS C++ 2017 (first AC) · Tags: dp, sortings, two pointers

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640.

778B

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Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-26 · last AC: 2019-04-20 · PyPy 3 (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[SendThemToHell's solution](#)

641.

1154E

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Quality: 6,950 global accepts · Rating: 1800 · first AC: 2019-04-19 · MS C++ 2017 (first AC) · Tags: data structures, implementation, sortings

[SendThemToHell's solution](#)

642.

1151C

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Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-19 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math
[SendThemToHell's solution](#)

643.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2019-04-02 · PHP (first AC) · Tags: *special, probabilities
[SendThemToHell's solution](#)

644.

986B

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645.

923C

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Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees
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646.

914C

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Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp
[SendThemToHell's solution](#)

647.

913D

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

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[SendThemToHell's solution](#)

648.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[SendThemToHell's solution](#)

649.

911D

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Quality: 5,107 global accepts · Rating: 1800 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[SendThemToHell's solution](#)

650.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dp
[SendThemToHell's solution](#)

651.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[SendThemToHell's solution](#)

652.

483B

[Friends and Presents](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 1800 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[SendThemToHell's solution](#)

653.

869C

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

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2017-10-09 · Python 3 (first AC) · Tags: combinatorics, dp, math

[SendThemToHell's solution](#)

654.

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 1800 · first AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, greedy, trees

[SendThemToHell's solution](#)

655.

64E

[Prime Segment](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 1800 · first AC: 2017-05-29 · Tcl (first AC) · Tags: *special, brute force, math, number theory

[SendThemToHell's solution](#)

656.

64D

[Presents](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 1800 · first AC: 2017-05-29 · Tcl (first AC) · Tags: *special, greedy

[SendThemToHell's solution](#)

657.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[SendThemToHell's solution](#)

658.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[SendThemToHell's solution](#)

659.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,478 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[SendThemToHell's solution](#)

660.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 4,989 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[SendThemToHell's solution](#)

661.

776C

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

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-25 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[SendThemToHell's solution](#)

662.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[SendThemToHell's solution](#)

663.

641C

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

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2017-01-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[SendThemToHell's solution](#)

664.

667C

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

Rating: 1800 · first AC: 2017-01-02 · Python 3 (first AC) · Tags: dp, strings

[SendThemToHell's solution](#)

665.

44D

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Quality: 800 global accepts · Rating: 1800 · first AC: 2016-12-28 · GNU C++11 (first AC) · Tags: math

[SendThemToHell's solution](#)

666.

727D

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

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2016-12-27 · Python 3 (first AC) · Tags: constructive algorithms, flows, greedy

[SendThemToHell's solution](#)

667.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[SendThemToHell's solution](#)

668.

730B

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

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[SendThemToHell's solution](#)

669.

638D

[Three-dimensional Turtle Super Computer](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 1800 · first AC: 2016-03-21 · Python 3 (first AC) · Tags: brute force, dfs and similar, graphs

[SendThemToHell's solution](#)

670.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[SendThemToHell's solution](#)

671.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings

[SendThemToHell's solution](#)

672.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[SendThemToHell's solution](#)

673.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[SendThemToHell's solution](#)

674.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[SendThemToHell's solution](#)

675.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[SendThemToHell's solution](#)

676.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[SendThemToHell's solution](#)

677.

1563B

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-22 · last AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

[SendThemToHell's solution](#)

678.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-18 · MS C++ 2017 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

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679.

1342D

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Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[SendThemToHell's solution](#)

680.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,722 global accepts · Rating: 1900 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[SendThemToHell's solution](#)

681.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[SendThemToHell's solution](#)

682.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[SendThemToHell's solution](#)

683.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

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684.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

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685.

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 1900 · first AC: 2020-01-19 · MS C++ 2017 (first AC) · Tags: math, number theory

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686.

1213E

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Quality: 5,467 global accepts · Rating: 1900 · first AC: 2020-01-15 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms

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687.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings

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688.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

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689.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[SendThemToHell's solution](#)

690.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,823 global accepts · Rating: 1900 · first AC: 2019-04-21 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[SendThemToHell's solution](#)

691.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-04-19 · MS C++ 2017 (first AC) · Tags: bitmasks, math, number theory, strings

[SendThemToHell's solution](#)

692.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-04-14 · MS C++ 2017 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[SendThemToHell's solution](#)

693.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1900 · first AC: 2019-04-14 · MS C++ 2017 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[SendThemToHell's solution](#)

694.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2019-03-29 · MS C++ 2017 (first AC) · Tags: greedy

[SendThemToHell's solution](#)

695.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2019-03-29 · MS C++ 2017 (first AC) · Tags: data structures, greedy

[SendThemToHell's solution](#)

696.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[SendThemToHell's solution](#)

697.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-11-02 · GNU C++11 (first AC) · Tags: greedy, math

[SendThemToHell's solution](#)

698.

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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699.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[SendThemToHell's solution](#)

700.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · last AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures

[SendThemToHell's solution](#)

701.

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[SendThemToHell's solution](#)

702.

656G

[You're a Professional](#) · [Tutorial](#)

Quality: 512 global accepts · Rating: 1900 · first AC: 2018-03-30 · Python 3 (first AC) · Tags: *special

[SendThemToHell's solution](#)

703.

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: *special

[SendThemToHell's solution](#)

704.

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-25 · last AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings, trees

[SendThemToHell's solution](#)

705.

928C

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

Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, graphs, implementation

[SendThemToHell's solution](#)

706.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[SendThemToHell's solution](#)

707.

69D

[Dot](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 1900 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[SendThemToHell's solution](#)

708.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[SendThemToHell's solution](#)

709.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, trees

[SendThemToHell's solution](#)

710.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, strings

[SendThemToHell's solution](#)

711.

614C

[Peter and Snow Blower](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-01-03 · Python 3 (first AC) · Tags: geometry

[SendThemToHell's solution](#)

712.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2017-01-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[SendThemToHell's solution](#)

713.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2016-12-29 · Python 3 (first AC) · Tags: *special

[SendThemToHell's solution](#)

714.

57C

[Array](#) · [Tutorial](#)

Quality: 4,006 global accepts · Rating: 1900 · first AC: 2016-12-28 · last AC: 2016-12-28 · Python 3 (first AC) · Tags: combinatorics, math

[SendThemToHell's solution](#)

715.

21A

[Jabber ID](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 1900 · first AC: 2016-12-27 · PyPy 3 (first AC) · Tags: implementation, strings

[SendThemToHell's solution](#)

716.

709D

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

Rating: 1900 · first AC: 2016-11-17 · Python 3 (first AC) · Tags: greedy, math

[SendThemToHell's solution](#)

717.

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2016-10-28 · GNU C++11 (first AC) · Tags: math

[SendThemToHell's solution](#)

718.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: dp

[SendThemToHell's solution](#)

719.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[SendThemToHell's solution](#)

720.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[SendThemToHell's solution](#)

721.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[SendThemToHell's solution](#)

722.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[SendThemToHell's solution](#)

723.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[SendThemToHell's solution](#)

724.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[SendThemToHell's solution](#)

725.

1754E

[Wish I Knew How to Sort](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

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726.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

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727.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

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728.

1366D

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Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-11 · last AC: 2022-04-18 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math, number theory

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729.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

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730.

1563C

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Rating: 2000 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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731.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-10-12 · MS C++ 2017 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

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732.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-10-02 · MS C++ 2017 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[SendThemToHell's solution](#)

733.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-10-02 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math

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734.

1408D

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Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-10-01 · MS C++ 2017 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[SendThemToHell's solution](#)

735.

1311D

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Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[SendThemToHell's solution](#)

736.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[SendThemToHell's solution](#)

737.

359D

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Quality: 5,724 global accepts · Rating: 2000 · first AC: 2020-01-19 · MS C++ 2017 (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[SendThemToHell's solution](#)

738.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[SendThemToHell's solution](#)

739.

1165F1

[Microtransactions \(easy version\)](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[SendThemToHell's solution](#)

740.

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[SendThemToHell's solution](#)

741.

1103B

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Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-27 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[SendThemToHell's solution](#)

742.

1060E

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Quality: 3,499 global accepts · Rating: 2000 · first AC: 2018-11-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[SendThemToHell's solution](#)

743.

890D

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Rating: 2000 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, strings

[SendThemToHell's solution](#)

744.

6300

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[SendThemToHell's solution](#)

745.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[SendThemToHell's solution](#)

746.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[SendThemToHell's solution](#)

747.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[SendThemToHell's solution](#)

748.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[SendThemToHell's solution](#)

749.

64F

[Domain](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 2000 · first AC: 2017-05-30 · Tcl (first AC) · Tags: *special, expression parsing

[SendThemToHell's solution](#)

750.

806B

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

Rating: 2000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[SendThemToHell's solution](#)

751.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, implementation

[SendThemToHell's solution](#)

752.

787C

[Berzerk](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[SendThemToHell's solution](#)

753.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2017-02-25 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[SendThemToHell's solution](#)

754.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[SendThemToHell's solution](#)

755.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: data structures

[SendThemToHell's solution](#)

756.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[SendThemToHell's solution](#)

757.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: dp, flows, graphs, greedy

[SendThemToHell's solution](#)

758.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[SendThemToHell's solution](#)

759.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[SendThemToHell's solution](#)

760.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[SendThemToHell's solution](#)

761.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[SendThemToHell's solution](#)

762.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[SendThemToHell's solution](#)

763.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[SendThemToHell's solution](#)

764.

1544E

[Minimax](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, expression parsing, greedy, implementation, sortings, strings

[SendThemToHell's solution](#)

765.

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, probabilities

[SendThemToHell's solution](#)

766.

1363D

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Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-06-03 · MS C++ 2017 (first AC) · Tags: binary search, implementation, interactive, math

[SendThemToHell's solution](#)

767.

1252G

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

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[SendThemToHell's solution](#)

768.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[SendThemToHell's solution](#)

769.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 2100 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[SendThemToHell's solution](#)

770.

1299C

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Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[SendThemToHell's solution](#)

771.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2020-01-15 · MS C++ 2017 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[SendThemToHell's solution](#)

772.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2100 · first AC: 2019-12-20 · MS C++ 2017 (first AC) · Tags: data structures, dsu, graphs, trees

[SendThemToHell's solution](#)

773.

1254B2

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

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[SendThemToHell's solution](#)

774.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · MS C++ 2017 (first AC) · Tags: dfs and similar, math, number theory

[SendThemToHell's solution](#)

775.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2019-04-19 · MS C++ 2017 (first AC) · Tags: dp, greedy, sortings

[SendThemToHell's solution](#)

776.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-19 · MS C++ 2017 (first AC) · Tags: combinatorics, data structures, dp, math
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777.

48E

[Ivan the Fool VS Gorynych the Dragon](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2100 · first AC: 2018-11-03 · GNU C++11 (first AC) · Tags: dp, games, graphs
[SendThemToHell's solution](#)

778.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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779.

1025D

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Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-19 · last AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees
[SendThemToHell's solution](#)

780.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[SendThemToHell's solution](#)

781.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
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782.

912D

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Quality: 2,148 global accepts · Rating: 2100 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths
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783.

630P

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Quality: 1,346 global accepts · Rating: 2100 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
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784.

841D

[Leha and another game about graph](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[SendThemToHell's solution](#)

785.

811D

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

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2017-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive
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786.

789D

[Weird journey](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

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787.

764D

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

Rating: 2100 · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: geometry

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788.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2017-02-25 · GNU C++11 (first AC) · Tags: math, number theory

[SendThemToHell's solution](#)

789.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: binary search, dfs and similar

[SendThemToHell's solution](#)

790.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[SendThemToHell's solution](#)

791.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

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792.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[SendThemToHell's solution](#)

793.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[SendThemToHell's solution](#)

794.

1616E

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Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

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795.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[SendThemToHell's solution](#)

796.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[SendThemToHell's solution](#)

797.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[SendThemToHell's solution](#)

798.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[SendThemToHell's solution](#)

799.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[SendThemToHell's solution](#)

800.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-09 · MS C++ 2017 (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[SendThemToHell's solution](#)

801.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[SendThemToHell's solution](#)

802.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[SendThemToHell's solution](#)

803.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[SendThemToHell's solution](#)

804.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[SendThemToHell's solution](#)

805.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[SendThemToHell's solution](#)

806.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SendThemToHell's solution](#)

807.

1261D1

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

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[SendThemToHell's solution](#)

808.

1238F

[The Maximum Subtree · Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-09 · last AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[SendThemToHell's solution](#)

809.

1238E

[Keyboard Purchase · Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[SendThemToHell's solution](#)

810.

980E

[The Number Games · Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[SendThemToHell's solution](#)

811.

1208E

[Let Them Slide · Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[SendThemToHell's solution](#)

812.

1175E

[Minimal Segment Cover · Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[SendThemToHell's solution](#)

813.

1159D

[The minimal unique substring · Tutorial](#)

Rating: 2200 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[SendThemToHell's solution](#)

814.

1154G

[Minimum Possible LCM · Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-04-19 · last AC: 2019-04-19 · MS C++ 2017 (first AC) · Tags: brute force, greedy, math, number theory

[SendThemToHell's solution](#)

815.

1153E

[Serval and Snake · Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-14 · MS C++ 2017 (first AC) · Tags: binary search, brute force, interactive

[SendThemToHell's solution](#)

816.

1105E

[Helping Hiasat · Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-02-27 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[SendThemToHell's solution](#)

817.

52C

[Circular RMQ · Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: data structures

[SendThemToHell's solution](#)

818.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2019-01-10 · GNU C++11 (first AC) · Tags: number theory

[SendThemToHell's solution](#)

819.

603C

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2018-11-03 · GNU C++11 (first AC) · Tags: games, math

[SendThemToHell's solution](#)

820.

271E

[Three Horses](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2200 · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[SendThemToHell's solution](#)

821.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[SendThemToHell's solution](#)

822.

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[SendThemToHell's solution](#)

823.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-05-20 · MS C++ (first AC) · Tags: binary search, interactive

[SendThemToHell's solution](#)

824.

773C

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

Quality: 996 global accepts · Rating: 2200 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[SendThemToHell's solution](#)

825.

754C

[Vladik and chat](#) · [Tutorial](#)

Quality: 1,096 global accepts · Rating: 2200 · first AC: 2017-01-06 · last AC: 2017-01-07 · Python 3 (first AC) · Tags: brute force, constructive algorithms, dp, implementation, strings

[SendThemToHell's solution](#)

826.

680D

[Bear and Tower of Cubes](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-12-26 · Python 3 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[SendThemToHell's solution](#)

827.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[SendThemToHell's solution](#)

828.

2080C

[Card Flip](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: *special

[SendThemToHell's solution](#)

829.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[SendThemToHell's solution](#)

830.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[SendThemToHell's solution](#)

831.

1781E

[Rectangle Shrinking](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[SendThemToHell's solution](#)

832.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[SendThemToHell's solution](#)

833.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[SendThemToHell's solution](#)

834.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[SendThemToHell's solution](#)

835.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[SendThemToHell's solution](#)

836.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[SendThemToHell's solution](#)

837.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-01 · MS C++ 2017 (first AC) · Tags: constructive algorithms, divide and conquer

[SendThemToHell's solution](#)

838.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[SendThemToHell's solution](#)

839.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[SendThemToHell's solution](#)

840.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[SendThemToHell's solution](#)

841.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[SendThemToHell's solution](#)

842.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[SendThemToHell's solution](#)

843.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[SendThemToHell's solution](#)

844.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[SendThemToHell's solution](#)

845.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[SendThemToHell's solution](#)

846.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-04-19 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, matrices, probabilities

[SendThemToHell's solution](#)

847.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities

[SendThemToHell's solution](#)

848.

772C

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

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs,

math, number theory

[SendThemToHell's solution](#)

849.

785D

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

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

[SendThemToHell's solution](#)

850.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[SendThemToHell's solution](#)

851.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

852.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[SendThemToHell's solution](#)

853.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[SendThemToHell's solution](#)

854.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[SendThemToHell's solution](#)

855.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[SendThemToHell's solution](#)

856.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,811 global accepts · Rating: 2400 · first AC: 2020-04-09 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms

[SendThemToHell's solution](#)

857.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2020-03-31 · last AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft, math

[SendThemToHell's solution](#)

858.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[SendThemToHell's solution](#)

859.

1252F

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

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees

[SendThemToHell's solution](#)

860.

1261D2

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

Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[SendThemToHell's solution](#)

861.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[SendThemToHell's solution](#)

862.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2019-04-19 · MS C++ 2017 (first AC) · Tags: dp, greedy

[SendThemToHell's solution](#)

863.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[SendThemToHell's solution](#)

864.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[SendThemToHell's solution](#)

865.

1773I

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

Quality: 581 global accepts · Rating: 2500 · first AC: 2023-12-10 · PyPy 3 (first AC) · Tags: brute force, games, implementation, interactive

[SendThemToHell's solution](#)

866.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, interactive, sortings

[SendThemToHell's solution](#)

867.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[SendThemToHell's solution](#)

868.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[SendThemToHell's solution](#)

869.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp,

trees

[SendThemToHell's solution](#)

870.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[SendThemToHell's solution](#)

871.

1549E

[The Three Little Pigs](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[SendThemToHell's solution](#)

872.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[SendThemToHell's solution](#)

873.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: games, two pointers

[SendThemToHell's solution](#)

874.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[SendThemToHell's solution](#)

875.

1314B

[Double Elimination](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[SendThemToHell's solution](#)

876.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[SendThemToHell's solution](#)

877.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[SendThemToHell's solution](#)

878.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · last AC: 2018-11-02 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, number theory

[SendThemToHell's solution](#)

879.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

880.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[SendThemToHell's solution](#)

881.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[SendThemToHell's solution](#)

882.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[SendThemToHell's solution](#)

883.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[SendThemToHell's solution](#)

884.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[SendThemToHell's solution](#)

885.

1563D

[Top-Notch Insertions](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[SendThemToHell's solution](#)

886.

1544F

[Bingo](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-07-17 · last AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, probabilities

[SendThemToHell's solution](#)

887.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[SendThemToHell's solution](#)

888.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[SendThemToHell's solution](#)

889.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-10-12 · last AC: 2020-10-12 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[SendThemToHell's solution](#)

890.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[SendThemToHell's solution](#)

891.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[SendThemToHell's solution](#)

892.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2019-12-20 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[SendThemToHell's solution](#)

893.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[SendThemToHell's solution](#)

894.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2019-04-14 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, math, probabilities

[SendThemToHell's solution](#)

895.

1621F

[Strange Instructions](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[SendThemToHell's solution](#)

896.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[SendThemToHell's solution](#)

897.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[SendThemToHell's solution](#)

898.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[SendThemToHell's solution](#)

899.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[SendThemToHell's solution](#)

900.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[SendThemToHell's solution](#)

901.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[SendThemToHell's solution](#)

902.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation
[SendThemToHell's solution](#)

903.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2019-05-19 · last AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, fft, math
[SendThemToHell's solution](#)

904.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices
[SendThemToHell's solution](#)

905.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths
[SendThemToHell's solution](#)

906.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, string suffix structures, strings
[SendThemToHell's solution](#)

907.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,269 global accepts · Rating: — · first AC: 2026-04-02 · Python 3 (first AC) · Tags: *special, strings
[SendThemToHell's solution](#)

908.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,543 global accepts · Rating: — · first AC: 2026-04-02 · PHP (first AC) · Tags: *special, brute force, games, interactive
[SendThemToHell's solution](#)

909.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,132 global accepts · Rating: — · first AC: 2026-04-02 · PHP (first AC) · Tags: *special, graph matchings, implementation
[SendThemToHell's solution](#)

910.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[SendThemToHell's solution](#)

911.

2168A1

[Encode and Decode \(Easy Version\) · Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[SendThemToHell's solution](#)

912.

2095C

[Would It Be Unrated? · Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · PHP (first AC) · Tags: *special, binary search, brute force

[SendThemToHell's solution](#)

913.

2095B

[Plinko · Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · PHP (first AC) · Tags: *special, games, interactive

[SendThemToHell's solution](#)

914.

2095A

[Piecing It Together · Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PHP (first AC) · Tags: *special, string suffix structures

[SendThemToHell's solution](#)

915.

102791L

[Yet Another DAG Problem · Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

916.

102791J

[Divide The String · Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

917.

102791I

[String Reversal · Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

918.

102791G

[Parking Spaces · Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

919.

102791H

[String Deletion · Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

920.

102791F

[Deposit · Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

921.

102791E

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

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

922.

102791C

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

Rating: — · first AC: 2024-09-14 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

923.

102791B

[Look At The Same One](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

924.

102791D

[Barrels](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

925.

102791A

[Christmas Ornaments](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

926.

1812J

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

Quality: 6,290 global accepts · Rating: — · first AC: 2024-04-02 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[SendThemToHell's solution](#)

927.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2024-04-02 · Python 3 (first AC) · Tags: *special, constructive algorithms, geometry, math

[SendThemToHell's solution](#)

928.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[SendThemToHell's solution](#)

929.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[SendThemToHell's solution](#)

930.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[SendThemToHell's solution](#)

931.

102441C

[Partial Sums](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

932.

102441G

[Sum of Distances in Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

933.

102441D

[Lis on Circle](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

934.

102441A

[Template for Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

935.

102441F

[Random XOR](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

936.

102441I

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

937.

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

938.

103098E

[Even Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

939.

103098L

[Long Grid Covering](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

940.

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

941.

103098K

[Königsberg Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

942.

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

943.

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

944.

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

945.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2024-03-11 · Python 3 (first AC) · Tags: *special, expression parsing, strings

[SendThemToHell's solution](#)

946.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

947.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

948.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

949.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

950.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

951.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

952.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

953.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

954.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

955.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

956.

104491B

[Standard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

957.

104491C

[Network Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

958.

104491F

[Bayan Testing](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

959.

104491H

[Triangular Cactus Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

960.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

961.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

962.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

963.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

964.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

965.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

966.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

967.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

968.

104234E

[Garbage Disposal](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

969.

104925I

[Rebellious Edge](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

970.

104925B

[Binary Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

971.

104925G

[LCA Counting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

972.

104925E

[Freshman's Dream](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

973.

104790K

[King of the Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

974.

104790L

[Locking Doors](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

975.

104790H

[Hidden Art](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

976.

104790C

[Compressing Commands](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

977.

104790J

[Jungle Job](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

978.

104790G

[Geometry Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

979.

104790F

[Funicular Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

980.

104790E

[Exam Study Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

981.

104790B

[Battle Bots](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

982.

104790D

[Democratic Naming](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

983.

104790A

[\texttt{apt upgrade}](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

984.

101480E

[Export Estimate](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

985.

101480F

[Frightful Formula](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

986.

101480H

[Hovering Hornet](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

987.

101480B

[Book Borders](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

988.

101480D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

989.

101480K

[Kernel Knights](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

990.

101480A

[ASCII Addition](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

991.

104596I

[Square Rooms](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

992.

104596D

[Follow the Bouncing Ball](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

993.

104596J

[Taxed Editor](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

994.

104596B

[Bio Trip](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

995.

104596C

[Cheese, If You Please](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

996.

104596K

[Where Have You Bin?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

997.

104596G

[Out of Sorts](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

998.

104596E

[Just Passing Through](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

999.

104596H

[Remainder Reminder](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1000.

104596F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1001.

104596A

[Retribution!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1002.

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1003.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1004.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1005.

101242B

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

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1006.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1007.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1008.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1009.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1010.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1011.

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1012.

104114I

[Inadequate Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1013.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1014.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1015.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1016.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1017.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1018.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1019.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1020.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1021.

104064E

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

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1022.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1023.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1024.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1025.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1026.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1027.

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1028.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1029.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1030.

104334D

[LaLa and Magic Stone](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1031.

104334G

[LaLa and Divination Magic](#) · Tutorial

Rating: — · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1032.

104334C

[LaLa and Lamp](#) · Tutorial

Rating: — · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1033.

104334E

[LaLa and Monster Hunting \(Part 1\)](#) · Tutorial

Rating: — · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1034.

101175I

[Mummy Madness](#) · Tutorial

Rating: — · first AC: 2023-06-10 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1035.

101175A

[To Add or to Multiply](#) · Tutorial

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1036.

101175F

[Machine Works](#) · Tutorial

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1037.

101175J

[Pyramids](#) · Tutorial

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1038.

101175H

[Mining Your Own Business](#) · Tutorial

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1039.

101175C

[Ancient Messages](#) · Tutorial

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1040.

101175E

[Coffee Central](#) · Tutorial

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1041.

101175K

[Trash Removal](#) · Tutorial

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1042.

104017C

[Il Derby della Madonna](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1043.

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1044.

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1045.

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1046.

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1047.

104017F

[Bottle Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1048.

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1049.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1050.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1051.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1052.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1053.

102501A

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

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1054.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1055.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1056.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1057.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1058.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1059.

1663C

[P Ö! Verdon Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · PyPy 3 (first AC) · Tags: *special, implementation, math

[SendThemToHell's solution](#)

1060.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · PyPy 3 (first AC) · Tags: *special, expression parsing, trees

[SendThemToHell's solution](#)

1061.

100553D

[Damage Assessment](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1062.

100553E

[Epic Win!](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1063.

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1064.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1065.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1066.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1067.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1068.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1069.

101174A

[Within Arm's Reach](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1070.

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1071.

101174I

[The White Rabbit Pocket Watch](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1072.

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1073.

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1074.

101174F

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

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1075.

101174B

[Bribing Eve](#) · Tutorial

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1076.

101174K

[Balls and Needles](#) · Tutorial

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1077.

101174C

[Candle Box](#) · Tutorial

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1078.

101931I

[B\\$>D130ä2D 9 CD5CÔL - 2](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1079.

101931B

[B : C t h C t C Ä < C Ô > C 4 > D : C ä 1 C ä :](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1080.

101931G

[B\\$>D130ä2D 9 CD5CÔL - 2](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1081.

101931H

[B\\$>D130ä2D 9 CD5CÔL - 2](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1082.

101931C

[AÔ005C\\$ > Cö>C"4CTHDÄää](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1083.

101931A

[A D > C r ä C ä 6 C D 0 C Ô = C ä 5 D \\$ 5 C ö ; C ä](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1084.

101931F

[B\\$>D130ä2D 9 CD5CÔL - 2](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1085.

101931E

[B - 00Ä00ò 2D 3Cä4CÔ0Dò ACD5C ˘ : C](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1086.

101931D

[AÄ0Dj8CÔ=Cä5 Ct@CT=C,,5](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1087.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1088.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1089.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1090.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1091.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1092.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1093.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1094.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1095.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1096.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1097.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)**1098.**

103119L

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

Rating: — · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)**1099.**

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)**1100.**

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)**1101.**

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)**1102.**

103102I

[Modulo Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)**1103.**

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)**1104.**

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)**1105.**

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)**1106.**

1531E3

[B > D < C, @ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search

[SendThemToHell's solution](#)**1107.**

1531E2

[B > D < C, @ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-24 · last AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[SendThemToHell's solution](#)

1108.

1531E1

[B 5DBG,,@Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special

[SendThemToHell's solution](#)

1109.

1531D

[B 5CD0C=BCja@D45CÂ C,,=C45D Â 6öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special

[SendThemToHell's solution](#)

1110.

1531C

[B 8CÄ=CTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dp

[SendThemToHell's solution](#)

1111.

1531B1

[AÄ=CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special

[SendThemToHell's solution](#)

1112.

1531B2

[AÄ=CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special

[SendThemToHell's solution](#)

1113.

1531A

[At8CÔ3CT@i|color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[SendThemToHell's solution](#)

1114.

101942G

[B 5CÄ5CÔ=Cä9 Ct0CÄ>C](#)

Rating: — · first AC: 2020-04-25 · last AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[SendThemToHell's solution](#)

1115.

101942E

[A,,3D0i@ "1C,,@Dä;DÄ:C€](#)

Rating: — · first AC: 2020-04-25 · MS C++ 2017 (first AC) · Tags: —

[SendThemToHell's solution](#)

1116.

101942F

[AöD4iaC, <D4EC](#)

Rating: — · first AC: 2020-04-25 · MS C++ 2017 (first AC) · Tags: —

[SendThemToHell's solution](#)

1117.

101942D

[A UC8D 8CÔB AÄ8CÔ>D\\$OC\\$@C](#)

Rating: — · first AC: 2020-04-25 · MS C++ 2017 (first AC) · Tags: —

[SendThemToHell's solution](#)

1118.

101942H

[A@Cä3D 0CÄ<C ?CT@CT4C G](#)

Rating: — · first AC: 2020-04-25 · MS C++ 2017 (first AC) · Tags: —

[SendThemToHell's solution](#)

1119.

101942C

[A5DäA=CÄ8CÖCD](#)

Rating: — · first AC: 2020-04-25 · MS C++ 2017 (first AC) · Tags: —

[SendThemToHell's solution](#)

1120.

101942B

[B7D5C\\$=Cä2C =C,,O](#)

Rating: — · first AC: 2020-04-25 · MS C++ 2017 (first AC) · Tags: —

[SendThemToHell's solution](#)

1121.

101942K

[B7Cä@D\\$8C\\$=C O DD>D <C](#)

Rating: — · first AC: 2020-04-25 · MS C++ 2017 (first AC) · Tags: —

[SendThemToHell's solution](#)

1122.

101942J

[B,,DDTäC BCÖKC' AC'>CØ](#)

Rating: — · first AC: 2020-04-25 · MS C++ 2017 (first AC) · Tags: —

[SendThemToHell's solution](#)

1123.

101942I

[AäC AD\\$5D 8Ct0Dd8Dö](#)

Rating: — · first AC: 2020-04-25 · MS C++ 2017 (first AC) · Tags: —

[SendThemToHell's solution](#)

1124.

101942A

[B4DÖCÄKC' 2CT@C ;Dä4](#)

Rating: — · first AC: 2020-04-25 · MS C++ 2017 (first AC) · Tags: —

[SendThemToHell's solution](#)

1125.

1331D

[Again? · Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[SendThemToHell's solution](#)

1126.

1331A

[Is it rated? · Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[SendThemToHell's solution](#)

1127.

102439C

[Cockroach Racing · Tutorial](#)

Rating: — · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1128.

102439I

[Equal Mod Segments · Tutorial](#)

Rating: — · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1129.

102439G

[Sequence exploration · Tutorial](#)

Rating: — · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1130.

102439J

[Boedium](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1131.

102439B

[Varvara and matrix](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1132.

102439E

[Small business](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-21 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

1133.

102439K

[Innovations](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1134.

102439A

[Four minutes until BSUIR Open](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1135.

102439H

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

Rating: — · first AC: 2020-03-21 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

1136.

102439F

[Prime or number](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1137.

1020085

[A 50m2C ;C,,=CD@Cä<Cä2](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1138.

1020086

[A 50m2C ;C,,=CD@Cä<Cä2](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1139.

1020089

[A 50m2C ;C,,=CD@Cä<Cä2](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1140.

1020087

[A 50m2C ;C,,=CD@Cä<Cä2](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1141.

1020082

[B-BOBÄ 2 D BD >C](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1142.

10200810

[B\\$CCDD-D NCD0](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1143.

1020088

[B >C>D\\$8Ct0Dd8Dò ?D >C,,7C\\$>CDAD\\$2C](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1144.

1020084

[A40D4?Cò>C\\$>CR 2D`AD\\$CCò;CT=C,,5](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1145.

1020083

[A40D4?Dò=C00](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1146.

100048A

[Walk](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1147.

100048C

[K Smallest Sums](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1148.

100048B

[Binom](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1149.

101788L

[Xor D,0DriaC](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1150.

102139C

[A40D4?C\\$>C`>CÄ:C](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1151.

102139D

[A40D4?CäBC](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1152.

101208I

[Pirate Chest](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1153.

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1154.

101208J

[Pollution Solution](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1155.

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1156.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1157.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1158.

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1159.

102139F

[B-001Ca6CT=C,,5 CÔU CÄ=Cä6C,,BCT;C€](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1160.

102139G

[Aö5D\\$@Cä2C,,G](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1161.

102139B

[A@@CäC`5D](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1162.

102139I

[Return of the ????](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1163.

102139E

[B&Df9D >C >D\\$>D\\$5DT=C,,:](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1164.

102139K

[A@C#5C#B](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1165.

102139A

[A\\$T0x0ä6C0> C,,7 AT BÐ](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1166.

102139H

[A@TTC BC#8](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1167.

102139J

[A,,=0\\$D AC,,O C" BC 1C`8Dd5](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1168.

102483B

[Brexit Negotiations · Tutorial](#)

Rating: — · first AC: 2020-03-08 · last AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1169.

102386F

[A@C#C](#)

Rating: — · first AC: 2020-03-06 · MS C++ 2017 (first AC) · Tags: —

[SendThemToHell's solution](#)

1170.

102386K

[A@C#K, 8 A#0D ;D >CÐ](#)

Rating: — · first AC: 2020-03-06 · MS C++ 2017 (first AC) · Tags: —

[SendThemToHell's solution](#)

1171.

102386J

[A@D\\$CÄ0D 8](#)

Rating: — · first AC: 2020-03-06 · MS C++ 2017 (first AC) · Tags: —

[SendThemToHell's solution](#)

1172.

102386H

[B ZCTB CäDCä @D°](#)

Rating: — · first AC: 2020-03-06 · MS C++ 2017 (first AC) · Tags: —

[SendThemToHell's solution](#)

1173.

102386G

[B4@C#DÄAC#8CR 1C`8C0GC,,:C€](#)

Rating: — · first AC: 2020-03-06 · MS C++ 2017 (first AC) · Tags: —

[SendThemToHell's solution](#)

1174.

102386I

[Aö5DriaCT0CÔBCä2C#0](#)

Rating: — · first AC: 2020-03-06 · MS C++ 2017 (first AC) · Tags: —

[SendThemToHell's solution](#)

1175.

102386E

[AäBÖr#Cd5CÔ=D`5 Cä?CT@C FC,,8](#)

Rating: — · first AC: 2020-03-06 · MS C++ 2017 (first AC) · Tags: —

[SendThemToHell's solution](#)

1176.

102386D

[A.@D\\$5CÂ 2 C @CÄ8C€](#)

Rating: — · first AC: 2020-03-06 · MS C++ 2017 (first AC) · Tags: —

[SendThemToHell's solution](#)

1177.

102386C

[AÖÖCf#4C, >D\\$;C,,GC,,O](#)

Rating: — · first AC: 2020-03-06 · MS C++ 2017 (first AC) · Tags: —

[SendThemToHell's solution](#)

1178.

102386B

[B\\$ÖDriaC,,@ B4@BD#](#)

Rating: — · first AC: 2020-03-06 · MS C++ 2017 (first AC) · Tags: —

[SendThemToHell's solution](#)

1179.

102386A

[B BD#C,,BCT;DÄAD\\$2Câ 1C HCÔ8](#)

Rating: — · first AC: 2020-03-06 · MS C++ 2017 (first AC) · Tags: —

[SendThemToHell's solution](#)

1180.

102416E

[Space guardians](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1181.

102416D

[Calculated risk](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1182.

102416C

[Quick coffee](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1183.

102416B

[Efficient market](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1184.

102416A

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1185.

1302G

[Keep talking and nobody explodes -- medium](#) · [Tutorial](#)

Quality: 23 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1186.

1302F

[Keep talking and nobody explodes -- easy](#) · [Tutorial](#)

Quality: 76 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, expression parsing

[SendThemToHell's solution](#)

1187.

1302D

[Dijkstra](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1188.

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-03 · MS C++ 2017 (first AC) · Tags: constructive algorithms

[SendThemToHell's solution](#)

1189.

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

[SendThemToHell's solution](#)

1190.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · MS C++ 2017 (first AC) · Tags: —

[SendThemToHell's solution](#)

1191.

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-08 · MS C++ 2017 (first AC) · Tags: *special

[SendThemToHell's solution](#)

1192.

1275C

[#define At0CDD010B ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-08 · MS C++ 2017 (first AC) · Tags: *special

[SendThemToHell's solution](#)

1193.

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-08 · MS C++ 2017 (first AC) · Tags: *special

[SendThemToHell's solution](#)

1194.

1275A

[B IDK0\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-08 · MS C++ 2017 (first AC) · Tags: *special

[SendThemToHell's solution](#)

1195.

101986E

[Black or White](#) · [Tutorial](#)

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

[SendThemToHell's solution](#)

1196.

101986K

[Counting Cycles](#) · [Tutorial](#)

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

[SendThemToHell's solution](#)

1197.

101986F

[Pizza Delivery](#) · [Tutorial](#)

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

[SendThemToHell's solution](#)

1198.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

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

[SendThemToHell's solution](#)

1199.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

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

[SendThemToHell's solution](#)

1200.

101986C

[Medical Checkup](#) · [Tutorial](#)

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

[SendThemToHell's solution](#)

1201.

101986B

[Parallel Lines](#) · [Tutorial](#)

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

[SendThemToHell's solution](#)

1202.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

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

[SendThemToHell's solution](#)

1203.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1204.

101190C

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

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1205.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1206.

101190G

[Game on Graph](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1207.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1208.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1209.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1210.

100451K

[TopoC++](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1211.

100451B

[Double Towers of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-28 · PyPy 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

1212.

100451C

[Drawing with CSS](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-28 · MS C++ 2017 (first AC) · Tags: —

[SendThemToHell's solution](#)

1213.

100451J

[Gennady and Problems](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1214.

100451F

[Berland-Strike](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1215.

102012C

[Rikka with Consistency](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1216.

102012I

[Rikka with Sorting Networks](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1217.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1218.

102012M

[Rikka with Illuminations](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1219.

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1220.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1221.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · Python 3 (first AC) · Tags: *special

[SendThemToHell's solution](#)

1222.

100959F

[Number Cards](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: —

[SendThemToHell's solution](#)

1223.

100959D

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: —

[SendThemToHell's solution](#)

1224.

100959C

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: —

[SendThemToHell's solution](#)

1225.

100959J

[Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: —

[SendThemToHell's solution](#)

1226.

100959A

[2016](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: —

[SendThemToHell's solution](#)

1227.

100959B

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: —

[SendThemToHell's solution](#)

1228.

100959L

[String Modification](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: —

[SendThemToHell's solution](#)

1229.

100959I

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: —

[SendThemToHell's solution](#)

1230.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: —

[SendThemToHell's solution](#)

1231.

101788I

[BOARD\\$ODD5D\\$0](#)

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

[SendThemToHell's solution](#)

1232.

101788H

[Captcha](#) · [Tutorial](#)

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

[SendThemToHell's solution](#)

1233.

101788G

[B.,BDD@Cä2C =CÔKC' :C ;DÄ:D4;DôBCä@](#)

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

[SendThemToHell's solution](#)

1234.

101788F

[K-pop](#) · [Tutorial](#)

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

[SendThemToHell's solution](#)

1235.

101788E

[A 3D\\$CC ;DÄ=C O Ct0CD0Dt0](#)

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

[SendThemToHell's solution](#)

1236.

101788C

[B41C\\$>CT=C,,5 Cò@Dô<CäCC4>C`LCÔ8C<=>C](#)

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

[SendThemToHell's solution](#)

1237.

101788B

[A=8D\\$0C”AC=8CR :Cä=DD5D\\$K](#)

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

[SendThemToHell's solution](#)

1238.

101788A

[B 0C10,,5CÔ8CR <C AD 8C\\$0](#)

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

[SendThemToHell's solution](#)

1239.

100086C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1240.

100086B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1241.

100086A

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1242.

100145B

[B4@C@2CÔ5CÔ8CP](#)

Rating: — · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1243.

100145F

[Aô5D@2C O Dd8DD@C AD\\$5Cô5CÔ8](#)

Rating: — · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1244.

100145E

[AD5C@AD\\$5C`8](#)

Rating: — · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1245.

100145C

[A@CDD@:0 AT2C@;C,,4C](#)

Rating: — · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1246.

100145D

[A@C@AD\\$>CR 4CT;CT=C,,5](#)

Rating: — · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1247.

100145A

[Aô>CDD@:C, : 8 CÄ0D BC](#)

Rating: — · first AC: 2018-01-12 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

1248.

100416C

[A\\$DD@C FC,,>CÔ=D`9 CÔ8CÀ](#)

Rating: — · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1249.

101525G

[B\\$@C@C4>C`LCÔ8C@ C AC@0C`O](#)

Rating: — · first AC: 2017-10-10 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

1250.

100650B

[Countdown](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1251.

100650A

[ACM \(ACronym Maker\) · Tutorial](#)

Rating: — · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1252.

101375K

[MaratonIME bot · Tutorial](#)

Rating: — · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1253.

101375L

[MaratonIME doesn't like odd numbers · Tutorial](#)

Rating: — · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1254.

101375J

[MaratonIME goes to Mito · Tutorial](#)

Rating: — · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1255.

101375I

[MaratonIME divides fairly · Tutorial](#)

Rating: — · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1256.

101375H

[MaratonIME gets candies · Tutorial](#)

Rating: — · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1257.

101375G

[MaratonIME does a competition · Tutorial](#)

Rating: — · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1258.

101375F

[MaratonIME educates · Tutorial](#)

Rating: — · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1259.

101375E

[MaratonIME does \(not do\) PAs · Tutorial](#)

Rating: — · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1260.

101375D

[MaratonIME in the golden moment · Tutorial](#)

Rating: — · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1261.

101375C

[MaratonIME eats japanese food · Tutorial](#)

Rating: — · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1262.

101375B

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1263.

101375A

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1264.

100436E

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1265.

100805B

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1266.

100805I

[A@C=0TBC D41C`8C](#)

Rating: — · first AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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1267.

100805F

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1268.

100805J

[A@C=0TBC,2D`5 C@;CTBCäGC#8](#)

Rating: — · first AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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1269.

100805D

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Rating: — · first AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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1270.

100805E

[B 0000T4CT=C,,5 CD@C :Cä=Cä2](#)

Rating: — · first AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1271.

100805A

[A @C;B C =D :C,,5 D4GCT=D`5](#)

Rating: — · first AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1272.

100805C

[A@B@ä=C 7C 2Cä4CR ECä7Dö8CÐ](#)

Rating: — · first AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1273.

100805G

[Wizard Fight](#) · Tutorial

Rating: — · first AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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1274.

101336C

[Magic Artifact](#) · Tutorial

Rating: — · first AC: 2017-04-18 · Python 3 (first AC) · Tags: —

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1275.

101336A

[Martian Volleyball](#) · Tutorial

Rating: — · first AC: 2017-04-18 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

1276.

100599D

[A0>C\\$D 5C`LCP](#)

Rating: — · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1277.

100850D

[A5>CfQD" <CTGD\\$K](#)

Rating: — · first AC: 2017-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1278.

100850G

[BD8DjalC€](#)

Rating: — · first AC: 2017-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1279.

100850H

[AäBDtQD" >C >D,,8C :C E](#)

Rating: — · first AC: 2017-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1280.

100850I

[A71CÄ5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2017-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1281.

100850A

[A 3D>CÔ>CÂÔ;Dä1C,,BCT;DÀ](#)

Rating: — · first AC: 2017-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1282.

100850F

[B 100CäCö>Cd0D\\$8Dö](#)

Rating: — · first AC: 2017-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[SendThemToHell's solution](#)

1283.

1012542

[A7001C=CC`OD\\$>D](#)

Rating: — · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: —

[SendThemToHell's solution](#)

1284.

101254I

[A70CÄ?D4A](#)

Rating: — · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: —

[SendThemToHell's solution](#)

1285.

101265G

[A60D0x0"L C" AC05C4C](#)

Rating: — · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: —

[SendThemToHell's solution](#)

1286.

101265A

[long long](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: —

[SendThemToHell's solution](#)

1287.

100589C

[Find P'th Number](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

1288.

100819T

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-09 · GNU C++11 (first AC) · Tags: —

[SendThemToHell's solution](#)

1289.

101181A

[@TUB0\\$0](#)

Rating: — · first AC: 2016-12-29 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

1290.

101199D

[B 0D\\$8C0=C O Ct0CD0Dt0](#)

Rating: — · first AC: 2016-12-26 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

1291.

101199G

[A0D0C0D>C0 7C 4C G](#)

Rating: — · first AC: 2016-12-26 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

1292.

101200H

[B 0DHC@CT=C0KC' ?C @C 4Cä:D Cä=D\\$8-BT>C';C](#)

Rating: — · first AC: 2016-12-22 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

1293.

101200F

[B =D0BD0 C'8 C >C40CÄ BCä@D\\$K?](#)

Rating: — · first AC: 2016-12-22 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

1294.

101200K

[AD\\$04is\\$>D ACä ACÄ5D BDÄN](#)

Rating: — · first AC: 2016-12-22 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

1295.

101200E

[B >C<TAD\\$2CT=D :C,,9 C>CD0D >C](#)

Rating: — · first AC: 2016-12-22 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

1296.

101200B

[B BD>C<C\\$0D& ;C&2D4HC&0](#)

Rating: — · first AC: 2016-12-22 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

1297.

101191F

[A trick](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-16 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

1298.

101153E

[AD>C&BC&@ B BD MC&4Cb 8 C&5D 5D BC =C&2C&0](#)

Rating: — · first AC: 2016-11-10 · PyPy 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

1299.

101153A

[A Trick](#) · [5C\\$8D\\$0Dd8C€](#)

Rating: — · first AC: 2016-11-10 · PyPy 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

1300.

101150A

[Sum of Consecutive Prime Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

1301.

101147D

[Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[SendThemToHell's solution](#)

1302.

101150J

[Snapper Chain](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[SendThemToHell's solution](#)

1303.

101150K1

[Fair Warning \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[SendThemToHell's solution](#)

1304.

101150L1

[Theme Park \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[SendThemToHell's solution](#)

1305.

101136H

[«ABC&€C&GCTB D BC BD& <C,,;C`8C&=CT@C&?>»](#)

Rating: — · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: —

[SendThemToHell's solution](#)

1306.

101136D

[BOA G C O D \\$ > D](#)

Rating: — · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: —

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1307.

101138B

[Pen Pineapple Apple Pen](#) · Tutorial

Rating: — · first AC: 2016-10-28 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

1308.

101028G

[The Tower of Evil](#) · Tutorial

Rating: — · first AC: 2016-10-20 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

1309.

101028F

[Good Words](#) · Tutorial

Rating: — · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —

[SendThemToHell's solution](#)

1310.

101028E

[Teams](#) · Tutorial

Rating: — · first AC: 2016-10-20 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

1311.

101028C

[A or B Equals C](#) · Tutorial

Rating: — · first AC: 2016-10-20 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

1312.

101028A

[Codeforces Rating](#) · Tutorial

Rating: — · first AC: 2016-10-20 · Python 3 (first AC) · Tags: —

[SendThemToHell's solution](#)

1313.

1010211

[Guess the Number](#) · Tutorial

Rating: — · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —

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