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Unique solved — Shayan

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

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

Filters: none

Count: 2,989

1.

2193B

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

Quality: 30,113 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Shayan's solution](#)

2.

2170A

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

Quality: 19,908 global accepts · Rating: 800 · first AC: 2025-11-28 · last AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[Shayan's solution](#)

3.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,725 global accepts · Rating: 800 · first AC: 2014-12-22 · last AC: 2025-11-28 · MS C++ (first AC) · Tags: brute force, math

[Shayan's solution](#)

4.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,691 global accepts · Rating: 800 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Shayan's solution](#)

5.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

6.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Shayan's solution](#)

7.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,917 global accepts · Rating: 800 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Shayan's solution](#)

8.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,638 global accepts · Rating: 800 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

9.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Shayan's solution](#)

10.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,375 global accepts · Rating: 800 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[Shayan's solution](#)

11.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

12.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,424 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Shayan's solution](#)

13.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Shayan's solution](#)

14.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,351 global accepts · Rating: 800 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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15.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Shayan's solution](#)

16.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,982 global accepts · Rating: 800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings

[Shayan's solution](#)

17.

1985B

[Maximum Multiple Sum](#) · [Tutorial](#)

Quality: 56,769 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Shayan's solution](#)

18.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,364 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Shayan's solution](#)

19.

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Shayan's solution](#)

20.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,623 global accepts · Rating: 800 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Shayan's solution](#)

- 21.**
854A
[Fraction](#) · [Tutorial](#)
Quality: 14,534 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[Shayan's solution](#)
- 22.**
1974B
[Symmetric Encoding](#) · [Tutorial](#)
Quality: 34,485 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[Shayan's solution](#)
- 23.**
1974A
[Phone Desktop](#) · [Tutorial](#)
Quality: 37,910 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Shayan's solution](#)
- 24.**
1399A
[Remove Smallest](#) · [Tutorial](#)
Quality: 80,583 global accepts · Rating: 800 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Shayan's solution](#)
- 25.**
1703A
[YES or YES?](#) · [Tutorial](#)
Quality: 97,229 global accepts · Rating: 800 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[Shayan's solution](#)
- 26.**
1742A
[Sum](#) · [Tutorial](#)
Quality: 104,290 global accepts · Rating: 800 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Shayan's solution](#)
- 27.**
1352A
[Sum of Round Numbers](#) · [Tutorial](#)
Quality: 104,095 global accepts · Rating: 800 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Shayan's solution](#)
- 28.**
785A
[Anton and Polyhedrons](#) · [Tutorial](#)
Quality: 110,940 global accepts · Rating: 800 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Shayan's solution](#)
- 29.**
996A
[Hit the Lottery](#) · [Tutorial](#)
Quality: 118,349 global accepts · Rating: 800 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[Shayan's solution](#)
- 30.**
1328A
[Divisibility Problem](#) · [Tutorial](#)
Quality: 131,893 global accepts · Rating: 800 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: math
[Shayan's solution](#)
- 31.**
705A
[Hulk](#) · [Tutorial](#)
Quality: 132,065 global accepts · Rating: 800 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Shayan's solution](#)

32.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Shayan's solution](#)

33.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,900 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Shayan's solution](#)

34.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,209 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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35.

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,439 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Shayan's solution](#)

36.

1948A

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

Quality: 30,992 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Shayan's solution](#)

37.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Shayan's solution](#)

38.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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39.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,128 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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40.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,703 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Shayan's solution](#)

41.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,523 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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42.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,628 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Shayan's solution](#)

43.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,418 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Shayan's solution](#)

44.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,690 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Shayan's solution](#)

45.

959A

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

Quality: 55,665 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Shayan's solution](#)

46.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,089 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Shayan's solution](#)

47.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,429 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Shayan's solution](#)

48.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,166 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Shayan's solution](#)

49.

1676B

[Equal Candies](#) · [Tutorial](#)

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[Shayan's solution](#)

50.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,256 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Shayan's solution](#)

51.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,793 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation

[Shayan's solution](#)

52.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,640 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Shayan's solution](#)

53.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,269 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Shayan's solution](#)

54.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,452 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Shayan's solution](#)

55.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,937 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Shayan's solution](#)

56.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,177 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[Shayan's solution](#)

57.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,296 global accepts · Rating: 800 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: math
[Shayan's solution](#)

58.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,152 global accepts · Rating: 800 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Shayan's solution](#)

59.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,833 global accepts · Rating: 800 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[Shayan's solution](#)

60.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,120 global accepts · Rating: 800 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Shayan's solution](#)

61.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,816 global accepts · Rating: 800 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Shayan's solution](#)

62.

1850A

[To My Critics](#) · [Tutorial](#)

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[Shayan's solution](#)

63.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,086 global accepts · Rating: 800 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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64.

1551A

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[Shayan's solution](#)

65.

1369A

[FashionabLee](#) · [Tutorial](#)

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66.

1370A

[Maximum GCD](#) · [Tutorial](#)

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67.

1305A

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Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Shayan's solution](#)

68.

1311A

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

Quality: 46,269 global accepts · Rating: 800 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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69.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,701 global accepts · Rating: 800 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Shayan's solution](#)

70.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Shayan's solution](#)

71.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,815 global accepts · Rating: 800 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[Shayan's solution](#)

72.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Shayan's solution](#)

73.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Shayan's solution](#)

74.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Shayan's solution](#)

75.

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[Shayan's solution](#)

76.

1220A

[Cards](#) · [Tutorial](#)

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[Shayan's solution](#)

77.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

78.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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79.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Shayan's solution](#)

80.

1244A

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Quality: 20,067 global accepts · Rating: 800 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[Shayan's solution](#)

81.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,552 global accepts · Rating: 800 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: math

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82.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

83.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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84.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,127 global accepts · Rating: 800 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Shayan's solution](#)

85.

1178A

[Prime Minister](#) · [Tutorial](#)

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

[Shayan's solution](#)

86.

1186A

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

Quality: 42,454 global accepts · Rating: 800 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Shayan's solution](#)

87.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,979 global accepts · Rating: 800 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Shayan's solution](#)

88.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Shayan's solution](#)

89.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,026 global accepts · Rating: 800 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Shayan's solution](#)

90.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Shayan's solution](#)

91.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 800 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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92.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,353 global accepts · Rating: 800 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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93.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

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94.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: math

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95.

1106A

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

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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96.

1097A

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

Quality: 43,803 global accepts · Rating: 800 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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97.

1091A

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

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

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98.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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99.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,488 global accepts · Rating: 800 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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100.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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101.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,213 global accepts · Rating: 800 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: sortings

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102.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,274 global accepts · Rating: 800 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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103.

1081A

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Quality: 13,277 global accepts · Rating: 800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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104.

1093A

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Quality: 18,357 global accepts · Rating: 800 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math

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105.

1088A

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

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

[Shayan's solution](#)

106.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Shayan's solution](#)

107.

1043A

[Elections](#) · [Tutorial](#)

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

[Shayan's solution](#)

108.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Shayan's solution](#)

109.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

110.

908A

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

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

[Shayan's solution](#)

111.

900A

[Find Extra One](#) · [Tutorial](#)

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

[Shayan's solution](#)

112.

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

113.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: brute force, math

[Shayan's solution](#)

114.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

115.

818A

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

Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-06-29 · GNU C++11 (first AC) · Tags: implementation, math

[Shayan's solution](#)

116.

802G1

[Fake News \(easy\)](#) · [Tutorial](#)

Quality: 8,139 global accepts · Rating: 800 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: implementation, strings

[Shayan's solution](#)

117.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

118.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,665 global accepts · Rating: 800 · first AC: 2015-05-18 · last AC: 2017-02-04 · GNU C++ (first AC) · Tags: math, probabilities

[Shayan's solution](#)

119.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: implementation, math

[Shayan's solution](#)

120.

758A

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

Quality: 75,300 global accepts · Rating: 800 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: implementation, math

[Shayan's solution](#)

121.

755A

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

Quality: 19,784 global accepts · Rating: 800 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory

[Shayan's solution](#)

122.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,934 global accepts · Rating: 800 · first AC: 2015-06-08 · last AC: 2017-01-04 · GNU C++ (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

123.

750A

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

Quality: 92,550 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[Shayan's solution](#)

124.

752A

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

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

[Shayan's solution](#)

125.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 800 · first AC: 2016-12-24 · GNU C++11 (first AC) · Tags: implementation, math

[Shayan's solution](#)

126.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,081 global accepts · Rating: 800 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[Shayan's solution](#)

127.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,931 global accepts · Rating: 800 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Shayan's solution](#)

128.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,502 global accepts · Rating: 800 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: implementation, strings

[Shayan's solution](#)

129.

723A

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

Quality: 100,705 global accepts · Rating: 800 · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[Shayan's solution](#)

130.

731A

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

Quality: 53,204 global accepts · Rating: 800 · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: implementation, strings

[Shayan's solution](#)

131.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

132.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-08-31 · GNU C++11 (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

133.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

134.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,787 global accepts · Rating: 800 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

135.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

136.

658A

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

Quality: 7,696 global accepts · Rating: 800 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

137.

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: math

[Shayan's solution](#)

138.

703A

[Mishka and Game](#) · [Tutorial](#)

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

[Shayan's solution](#)

139.

680A

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

Quality: 13,293 global accepts · Rating: 800 · first AC: 2016-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Shayan's solution](#)

140.

702A

[Maximum Increase](#) · [Tutorial](#)

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

[Shayan's solution](#)

141.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,865 global accepts · Rating: 800 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

142.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,805 global accepts · Rating: 800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

143.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,566 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

144.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,101 global accepts · Rating: 800 · first AC: 2016-05-26 · GNU C++11 (first AC) · Tags: math

[Shayan's solution](#)

145.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,749 global accepts · Rating: 800 · first AC: 2016-05-26 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

146.

676A

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

Quality: 14,699 global accepts · Rating: 800 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Shayan's solution](#)

147.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 800 · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: math, number theory

[Shayan's solution](#)

148.

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 800 · first AC: 2016-05-23 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[Shayan's solution](#)

149.

47A

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

Quality: 18,172 global accepts · Rating: 800 · first AC: 2015-05-31 · last AC: 2016-05-22 · GNU C++ (first AC) · Tags: brute force, math

[Shayan's solution](#)

150.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

151.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,225 global accepts · Rating: 800 · first AC: 2015-03-02 · last AC: 2016-02-27 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

152.

231A

[Team](#) · [Tutorial](#)

Quality: 430,200 global accepts · Rating: 800 · first AC: 2015-03-02 · last AC: 2016-02-27 · GNU C++ (first AC) · Tags: brute force, greedy

[Shayan's solution](#)

153.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,670 global accepts · Rating: 800 · first AC: 2015-03-02 · last AC: 2016-02-27 · GNU C++ (first AC) · Tags: greedy, math

[Shayan's solution](#)

154.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,431 global accepts · Rating: 800 · first AC: 2015-03-02 · last AC: 2016-02-27 · GNU C++ (first AC) · Tags: *special, implementation

[Shayan's solution](#)

155.

71A

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

Quality: 503,186 global accepts · Rating: 800 · first AC: 2015-02-27 · last AC: 2016-02-27 · GNU C++ (first AC) · Tags: strings

[Shayan's solution](#)

156.

629A

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

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[Shayan's solution](#)

157.

630A

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

Quality: 93,499 global accepts · Rating: 800 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: number theory

[Shayan's solution](#)

158.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,400 global accepts · Rating: 800 · first AC: 2015-03-04 · last AC: 2016-01-14 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[Shayan's solution](#)

159.

233A

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

Quality: 49,146 global accepts · Rating: 800 · first AC: 2015-05-02 · last AC: 2015-12-30 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

160.

440A

[Forgotten Episode](#) · [Tutorial](#)

Quality: 8,919 global accepts · Rating: 800 · first AC: 2015-08-11 · last AC: 2015-12-27 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

161.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,422 global accepts · Rating: 800 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Shayan's solution](#)

162.

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 800 · first AC: 2015-05-03 · last AC: 2015-11-30 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

163.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2015-03-17 · last AC: 2015-11-30 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

164.

599A

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

Quality: 31,436 global accepts · Rating: 800 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

165.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Shayan's solution](#)

166.

581A

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

Quality: 84,950 global accepts · Rating: 800 · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: implementation, math

[Shayan's solution](#)

167.

421A

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

Quality: 6,884 global accepts · Rating: 800 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Shayan's solution](#)

168.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 800 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: brute force

[Shayan's solution](#)

169.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,084 global accepts · Rating: 800 · first AC: 2015-07-05 · GNU C++ (first AC) · Tags: brute force

[Shayan's solution](#)

170.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2015-07-03 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[Shayan's solution](#)

171.

99A

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

Quality: 7,724 global accepts · Rating: 800 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: strings

[Shayan's solution](#)

172.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,265 global accepts · Rating: 800 · first AC: 2015-06-23 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

173.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,424 global accepts · Rating: 800 · first AC: 2015-06-21 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

174.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 800 · first AC: 2015-06-20 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

175.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,516 global accepts · Rating: 800 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: *special, brute force, implementation

[Shayan's solution](#)

176.

302A

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

Quality: 9,761 global accepts · Rating: 800 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

177.

551A

[GukiZ and Contest](#) · [Tutorial](#)

Quality: 17,859 global accepts · Rating: 800 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[Shayan's solution](#)

178.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,819 global accepts · Rating: 800 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Shayan's solution](#)

179.

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,154 global accepts · Rating: 800 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

180.

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,060 global accepts · Rating: 800 · first AC: 2015-06-02 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

181.

294A

[Shaass and Oskols](#) · [Tutorial](#)

Quality: 28,390 global accepts · Rating: 800 · first AC: 2015-05-28 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

182.

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: brute force

[Shayan's solution](#)

183.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2015-05-24 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

184.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,681 global accepts · Rating: 800 · first AC: 2015-05-24 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

185.

546A

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

Quality: 235,185 global accepts · Rating: 800 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Shayan's solution](#)

186.

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,297 global accepts · Rating: 800 · first AC: 2015-05-20 · GNU C++ (first AC) · Tags: brute force

[Shayan's solution](#)

187.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 800 · first AC: 2015-05-17 · GNU C++ (first AC) · Tags: *special, implementation, sortings

[Shayan's solution](#)

188.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,953 global accepts · Rating: 800 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

189.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2015-05-04 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

190.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,530 global accepts · Rating: 800 · first AC: 2015-05-02 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

191.

38A

[Army](#) · [Tutorial](#)

Quality: 26,485 global accepts · Rating: 800 · first AC: 2015-05-02 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

192.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,095 global accepts · Rating: 800 · first AC: 2015-05-01 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

193.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,198 global accepts · Rating: 800 · first AC: 2015-05-01 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

194.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

195.

378A

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

Quality: 25,934 global accepts · Rating: 800 · first AC: 2015-04-28 · GNU C++ (first AC) · Tags: brute force

[Shayan's solution](#)

196.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,768 global accepts · Rating: 800 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

197.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,798 global accepts · Rating: 800 · first AC: 2015-04-21 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers

[Shayan's solution](#)

198.

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,668 global accepts · Rating: 800 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

199.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2015-04-16 · GNU C++ (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

200.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,397 global accepts · Rating: 800 · first AC: 2015-03-29 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

201.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2015-03-22 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

202.

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,914 global accepts · Rating: 800 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: brute force

[Shayan's solution](#)

203.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,501 global accepts · Rating: 800 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Shayan's solution](#)

204.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,420 global accepts · Rating: 800 · first AC: 2015-03-15 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

205.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,940 global accepts · Rating: 800 · first AC: 2015-03-15 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

206.

59A

[Word](#) · [Tutorial](#)

Quality: 227,898 global accepts · Rating: 800 · first AC: 2015-03-15 · GNU C++ (first AC) · Tags: implementation, strings

[Shayan's solution](#)

207.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,231 global accepts · Rating: 800 · first AC: 2015-03-06 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

208.

454A

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

Quality: 16,119 global accepts · Rating: 800 · first AC: 2015-03-06 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

209.

443A

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

Quality: 112,030 global accepts · Rating: 800 · first AC: 2015-03-05 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Shayan's solution](#)

210.

469A

[IWanna Be the Guy](#) · [Tutorial](#)

Quality: 121,188 global accepts · Rating: 800 · first AC: 2015-03-04 · GNU C++ (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

211.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,911 global accepts · Rating: 800 · first AC: 2015-03-04 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

212.

155A

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

Quality: 93,659 global accepts · Rating: 800 · first AC: 2015-03-04 · GNU C++ (first AC) · Tags: brute force

[Shayan's solution](#)

213.

268A

[Games](#) · [Tutorial](#)

Quality: 104,198 global accepts · Rating: 800 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: brute force

[Shayan's solution](#)

214.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,319 global accepts · Rating: 800 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

215.

61A

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

Quality: 136,201 global accepts · Rating: 800 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

216.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,426 global accepts · Rating: 800 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: implementation, strings

[Shayan's solution](#)

217.

144A

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

Quality: 121,380 global accepts · Rating: 800 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

218.

266B

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

Quality: 166,067 global accepts · Rating: 800 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[Shayan's solution](#)

219.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,949 global accepts · Rating: 800 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

220.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,510 global accepts · Rating: 800 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

221.

228A

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Quality: 139,797 global accepts · Rating: 800 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: implementation

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222.

472A

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223.

467A

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

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224.

110A

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225.

236A

[Boy or Girl](#) · [Tutorial](#)

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226.

119A

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227.

148A

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228.

281A

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229.

112A

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

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230.

266A

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231.

116A

[Tram](#) · [Tutorial](#)

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232.

486A

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

Quality: 154,125 global accepts · Rating: 800 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

233.

520A

[Pangram](#) · [Tutorial](#)

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[Shayan's solution](#)

234.

271A

[Beautiful Year](#) · [Tutorial](#)

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[Shayan's solution](#)

235.

339A

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[Shayan's solution](#)

236.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,102 global accepts · Rating: 800 · first AC: 2015-02-27 · MS C++ (first AC) · Tags: *special, implementation

[Shayan's solution](#)

237.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,903 global accepts · Rating: 800 · first AC: 2015-02-26 · MS C++ (first AC) · Tags: implementation

[Shayan's solution](#)

238.

513A

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Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-13 · MS C++ (first AC) · Tags: constructive algorithms, math

[Shayan's solution](#)

239.

509A

[Maximum in Table](#) · [Tutorial](#)

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[Shayan's solution](#)

240.

490A

[Team Olympiad](#) · [Tutorial](#)

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[Shayan's solution](#)

241.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,553 global accepts · Rating: 800 · first AC: 2014-12-22 · MS C++ (first AC) · Tags: implementation

[Shayan's solution](#)

242.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[Shayan's solution](#)

243.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

244.

1988A

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Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Shayan's solution](#)

245.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,403 global accepts · Rating: 900 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Shayan's solution](#)

246.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Shayan's solution](#)

247.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Shayan's solution](#)

248.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[Shayan's solution](#)

249.

1208A

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Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[Shayan's solution](#)

250.

1187A

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

Quality: 15,543 global accepts · Rating: 900 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[Shayan's solution](#)

251.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy

[Shayan's solution](#)

252.

1144B

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

Quality: 18,336 global accepts · Rating: 900 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Shayan's solution](#)

253.

1141B

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

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Shayan's solution](#)

254.

1106C

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

Quality: 15,908 global accepts · Rating: 900 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[Shayan's solution](#)

255.

1095B

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Quality: 24,339 global accepts · Rating: 900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Shayan's solution](#)

256.

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,703 global accepts · Rating: 900 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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257.

1055A

[Metro](#) · [Tutorial](#)

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

[Shayan's solution](#)

258.

915A

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Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

259.

913A

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[Shayan's solution](#)

260.

903A

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

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[Shayan's solution](#)

261.

847G

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

Quality: 7,647 global accepts · Rating: 900 · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

262.

747B

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

Quality: 9,641 global accepts · Rating: 900 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: implementation, strings

[Shayan's solution](#)

263.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-08-19 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

264.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

265.

793A

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

[Shayan's solution](#)

266.

776A

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

[Shayan's solution](#)

267.

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Shayan's solution](#)

268.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: implementation, math

[Shayan's solution](#)

269.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 900 · first AC: 2017-02-04 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

270.

746B

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Quality: 31,885 global accepts · Rating: 900 · first AC: 2016-12-24 · GNU C++11 (first AC) · Tags: implementation, strings

[Shayan's solution](#)

271.

706A

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Quality: 15,341 global accepts · Rating: 900 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[Shayan's solution](#)

272.

244A

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Quality: 8,565 global accepts · Rating: 900 · first AC: 2015-06-07 · last AC: 2016-08-25 · GNU C++ (first AC) · Tags: implementation

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273.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,958 global accepts · Rating: 900 · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

274.

586A

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Quality: 10,591 global accepts · Rating: 900 · first AC: 2016-08-05 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

275.

697A

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[Shayan's solution](#)

276.

621A

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277.

670A

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Quality: 18,634 global accepts · Rating: 900 · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Shayan's solution](#)

278.

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[Shayan's solution](#)

279.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

280.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 900 · first AC: 2015-05-06 · last AC: 2016-02-23 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

281.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,984 global accepts · Rating: 900 · first AC: 2015-03-06 · last AC: 2016-02-22 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Shayan's solution](#)

282.

405A

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Quality: 126,464 global accepts · Rating: 900 · first AC: 2015-03-06 · last AC: 2016-02-04 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Shayan's solution](#)

283.

460A

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Quality: 52,023 global accepts · Rating: 900 · first AC: 2015-03-03 · last AC: 2015-11-30 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Shayan's solution](#)

284.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,214 global accepts · Rating: 900 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: math

[Shayan's solution](#)

285.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,279 global accepts · Rating: 900 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation, math

[Shayan's solution](#)

286.

588A

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Quality: 24,260 global accepts · Rating: 900 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy

[Shayan's solution](#)

287.

580A

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[Shayan's solution](#)

288.

116C

[Party](#) · [Tutorial](#)

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[Shayan's solution](#)

289.

115A

[Party](#) · [Tutorial](#)

Quality: 43,347 global accepts · Rating: 900 · first AC: 2015-02-27 · last AC: 2015-08-28 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[Shayan's solution](#)

290.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,459 global accepts · Rating: 900 · first AC: 2015-08-24 · GNU C++11 (first AC) · Tags: sortings

[Shayan's solution](#)

291.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,973 global accepts · Rating: 900 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

292.

11A

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

Quality: 15,494 global accepts · Rating: 900 · first AC: 2015-07-06 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

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293.

556A

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

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294.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,914 global accepts · Rating: 900 · first AC: 2015-06-26 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

295.

554A

[Kyoya and Photobooks](#) · [Tutorial](#)

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[Shayan's solution](#)

296.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,740 global accepts · Rating: 900 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: number theory

[Shayan's solution](#)

297.

549A

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

[Shayan's solution](#)

298.

408A

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Quality: 11,983 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: implementation

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299.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,020 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: greedy, sortings

[Shayan's solution](#)

300.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 900 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

301.

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,465 global accepts · Rating: 900 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

302.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2015-06-03 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

303.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,423 global accepts · Rating: 900 · first AC: 2015-06-02 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[Shayan's solution](#)

304.

6A

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[Shayan's solution](#)

305.

137A

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

Quality: 7,834 global accepts · Rating: 900 · first AC: 2015-05-31 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

306.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,159 global accepts · Rating: 900 · first AC: 2015-05-28 · GNU C++ (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

307.

205A

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

Quality: 25,224 global accepts · Rating: 900 · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

308.

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,590 global accepts · Rating: 900 · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: geometry

[Shayan's solution](#)

309.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 900 · first AC: 2015-05-24 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

310.

199A

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[Shayan's solution](#)

311.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

312.

168A

[Wizards and Demonstration](#) · [Tutorial](#)

Quality: 11,506 global accepts · Rating: 900 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

313.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,779 global accepts · Rating: 900 · first AC: 2015-05-08 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Shayan's solution](#)

314.

415A

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

Quality: 9,590 global accepts · Rating: 900 · first AC: 2015-05-07 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

315.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 900 · first AC: 2015-05-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[Shayan's solution](#)

316.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,209 global accepts · Rating: 900 · first AC: 2015-05-06 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

317.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,464 global accepts · Rating: 900 · first AC: 2015-05-05 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

318.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2015-05-02 · GNU C++ (first AC) · Tags: math, number theory

[Shayan's solution](#)

319.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,543 global accepts · Rating: 900 · first AC: 2015-05-01 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

320.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,416 global accepts · Rating: 900 · first AC: 2015-05-01 · GNU C++ (first AC) · Tags: brute force, greedy

[Shayan's solution](#)

321.

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2015-04-28 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Shayan's solution](#)

322.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,063 global accepts · Rating: 900 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

323.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 12,445 global accepts · Rating: 900 · first AC: 2015-04-16 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

324.

369A

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

Quality: 12,220 global accepts · Rating: 900 · first AC: 2015-03-22 · GNU C++ (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

325.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,621 global accepts · Rating: 900 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

326.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,088 global accepts · Rating: 900 · first AC: 2015-03-05 · GNU C++ (first AC) · Tags: math

[Shayan's solution](#)

327.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,674 global accepts · Rating: 900 · first AC: 2015-03-04 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

328.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,893 global accepts · Rating: 900 · first AC: 2015-03-04 · GNU C++ (first AC) · Tags: greedy

[Shayan's solution](#)

329.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,053 global accepts · Rating: 900 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: strings

[Shayan's solution](#)

330.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,693 global accepts · Rating: 900 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: greedy, sortings

[Shayan's solution](#)

331.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 124,998 global accepts · Rating: 900 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

332.

96A

[Football](#) · [Tutorial](#)

Quality: 193,637 global accepts · Rating: 900 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: implementation, strings

[Shayan's solution](#)

333.

519A

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

Quality: 20,130 global accepts · Rating: 900 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

334.

313A

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

Quality: 65,035 global accepts · Rating: 900 · first AC: 2015-02-26 · MS C++ (first AC) · Tags: implementation, number theory

[Shayan's solution](#)

335.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2015-02-26 · MS C++ (first AC) · Tags: implementation

[Shayan's solution](#)

336.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,687 global accepts · Rating: 900 · first AC: 2015-02-23 · MS C++ (first AC) · Tags: implementation

[Shayan's solution](#)

337.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,742 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Shayan's solution](#)

338.

1986B

[Matrix Stabilization](#) · [Tutorial](#)

Quality: 30,131 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[Shayan's solution](#)

339.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,105 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Shayan's solution](#)

340.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,843 global accepts · Rating: 1000 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Shayan's solution](#)

341.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Shayan's solution](#)

342.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,054 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy

[Shayan's solution](#)

343.

1469A

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

Quality: 30,032 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Shayan's solution](#)

344.

1266B

[Dice Tower](#) · [Tutorial](#)

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

[Shayan's solution](#)

345.

1266A

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

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

[Shayan's solution](#)

346.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[Shayan's solution](#)

347.

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math

[Shayan's solution](#)

348.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[Shayan's solution](#)

349.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,892 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Shayan's solution](#)

350.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers

[Shayan's solution](#)

351.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

352.

1237A

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

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

[Shayan's solution](#)

353.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

354.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Shayan's solution](#)

355.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,182 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Shayan's solution](#)

356.

1165B

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

Quality: 24,281 global accepts · Rating: 1000 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Shayan's solution](#)

357.

1144C

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

Quality: 16,361 global accepts · Rating: 1000 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Shayan's solution](#)

358.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Shayan's solution](#)

359.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Shayan's solution](#)

360.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Shayan's solution](#)

361.

1133A

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

Quality: 19,698 global accepts · Rating: 1000 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Shayan's solution](#)

362.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Shayan's solution](#)

363.

1101A

[Minimum Integer](#) · [Tutorial](#)

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

[Shayan's solution](#)

364.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Shayan's solution](#)

365.

1088B

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

Quality: 13,586 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Shayan's solution](#)

366.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,195 global accepts · Rating: 1000 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

367.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,808 global accepts · Rating: 1000 · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: implementation, math

[Shayan's solution](#)

368.

798A

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

Quality: 23,850 global accepts · Rating: 1000 · first AC: 2017-05-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[Shayan's solution](#)

369.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Shayan's solution](#)

370.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[Shayan's solution](#)

371.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

372.

3A

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

Quality: 22,140 global accepts · Rating: 1000 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: greedy, shortest paths

[Shayan's solution](#)

373.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Shayan's solution](#)

374.

757A

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

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

[Shayan's solution](#)

375.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: sortings

[Shayan's solution](#)

376.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: implementation, math

[Shayan's solution](#)

377.

669B

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

Rating: 1000 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

378.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,871 global accepts · Rating: 1000 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

379.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2016-08-03 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

380.

680B

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

Quality: 26,241 global accepts · Rating: 1000 · first AC: 2016-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Shayan's solution](#)

381.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: implementation, math

[Shayan's solution](#)

382.

691A

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

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

383.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,915 global accepts · Rating: 1000 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: bitmasks

[Shayan's solution](#)

384.

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Shayan's solution](#)

385.

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2015-05-02 · last AC: 2016-06-13 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

386.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

387.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[Shayan's solution](#)

388.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[Shayan's solution](#)

389.

637A

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

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

[Shayan's solution](#)

390.

43A

[Football](#) · [Tutorial](#)

Quality: 69,159 global accepts · Rating: 1000 · first AC: 2015-05-23 · last AC: 2016-03-07 · GNU C++ (first AC) · Tags: strings

[Shayan's solution](#)

391.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,406 global accepts · Rating: 1000 · first AC: 2015-03-02 · last AC: 2016-02-27 · GNU C++ (first AC) · Tags: implementation, strings

[Shayan's solution](#)

392.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,175 global accepts · Rating: 1000 · first AC: 2015-02-27 · last AC: 2016-02-27 · GNU C++ (first AC) · Tags: math

[Shayan's solution](#)

393.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2015-07-09 · last AC: 2016-02-27 · GNU C++ (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

394.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2015-06-18 · last AC: 2016-02-27 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

395.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: implementation, math

[Shayan's solution](#)

396.

584A

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

Quality: 52,604 global accepts · Rating: 1000 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: math

[Shayan's solution](#)

397.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

398.

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,680 global accepts · Rating: 1000 · first AC: 2015-05-07 · last AC: 2015-12-28 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

399.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,553 global accepts · Rating: 1000 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: combinatorics, math

[Shayan's solution](#)

400.

608A

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

Quality: 9,915 global accepts · Rating: 1000 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: implementation, math

[Shayan's solution](#)

401.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

402.

131A

[cAPS LOCK](#) · [Tutorial](#)

Quality: 100,969 global accepts · Rating: 1000 · first AC: 2015-03-02 · last AC: 2015-11-30 · GNU C++ (first AC) · Tags: implementation, strings

[Shayan's solution](#)

403.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

404.

90A

[Cableway](#) · [Tutorial](#)

Quality: 5,494 global accepts · Rating: 1000 · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: greedy, math

[Shayan's solution](#)

405.

577A

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

Quality: 45,281 global accepts · Rating: 1000 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: implementation, number theory

[Shayan's solution](#)

406.

299A

[Ksusha and Array](#) · [Tutorial](#)

Quality: 9,460 global accepts · Rating: 1000 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: brute force, number theory, sortings

[Shayan's solution](#)

407.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,638 global accepts · Rating: 1000 · first AC: 2015-08-07 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

408.

182B

[Vasya's Calendar](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1000 · first AC: 2015-07-25 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

409.

560A

[Currency System in Geraldion](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1000 · first AC: 2015-07-24 · GNU C++ (first AC) · Tags: implementation, sortings

[Shayan's solution](#)

410.

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,130 global accepts · Rating: 1000 · first AC: 2015-07-13 · last AC: 2015-07-13 · GNU C++ (first AC) · Tags: binary search, brute force, math

[Shayan's solution](#)

411.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1000 · first AC: 2015-07-12 · GNU C++ (first AC) · Tags: brute force, math, number theory

[Shayan's solution](#)

412.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,940 global accepts · Rating: 1000 · first AC: 2015-06-26 · last AC: 2015-06-26 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

413.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,275 global accepts · Rating: 1000 · first AC: 2015-06-25 · GNU C++ (first AC) · Tags: brute force

[Shayan's solution](#)

414.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

415.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1000 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Shayan's solution](#)

416.

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: implementation, strings

[Shayan's solution](#)

417.

234B

[Reading](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 1000 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: sortings

[Shayan's solution](#)

418.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1000 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

419.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2015-06-10 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Shayan's solution](#)

420.

143A

[Help Vasilisa the Wise 2](#) · [Tutorial](#)

Quality: 15,445 global accepts · Rating: 1000 · first AC: 2015-06-10 · GNU C++ (first AC) · Tags: brute force, math

[Shayan's solution](#)

421.

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1000 · first AC: 2015-06-10 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

422.

284B

[Cows and Poker Game](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1000 · first AC: 2015-06-08 · GNU C++ (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

423.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: geometry, sortings

[Shayan's solution](#)

424.

110C

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

Rating: 1000 · first AC: 2015-06-03 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

425.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,037 global accepts · Rating: 1000 · first AC: 2015-05-31 · GNU C++ (first AC) · Tags: greedy

[Shayan's solution](#)

426.

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2015-05-31 · GNU C++ (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

427.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,804 global accepts · Rating: 1000 · first AC: 2015-05-28 · last AC: 2015-05-28 · GNU C++ (first AC) · Tags: greedy

[Shayan's solution](#)

428.

357A

[Group of Students](#) · [Tutorial](#)

Quality: 7,682 global accepts · Rating: 1000 · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Shayan's solution](#)

429.

400A

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

Quality: 6,864 global accepts · Rating: 1000 · first AC: 2015-05-24 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

430.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2015-05-24 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

431.

259A

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

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2015-05-24 · GNU C++ (first AC) · Tags: brute force, strings

[Shayan's solution](#)

432.

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1000 · first AC: 2015-05-20 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

433.

221A

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

Quality: 16,802 global accepts · Rating: 1000 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

434.

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1000 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

435.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,503 global accepts · Rating: 1000 · first AC: 2015-05-15 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

436.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2015-05-15 · GNU C++ (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

437.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2015-05-08 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

438.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2015-05-07 · GNU C++ (first AC) · Tags: math

[Shayan's solution](#)

439.

389A

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

Quality: 14,976 global accepts · Rating: 1000 · first AC: 2015-05-07 · GNU C++ (first AC) · Tags: greedy, math

[Shayan's solution](#)

440.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,677 global accepts · Rating: 1000 · first AC: 2015-05-04 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

441.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: greedy

[Shayan's solution](#)

442.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,315 global accepts · Rating: 1000 · first AC: 2015-05-02 · GNU C++ (first AC) · Tags: implementation, strings

[Shayan's solution](#)

443.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2015-05-02 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

444.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,205 global accepts · Rating: 1000 · first AC: 2015-05-02 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

445.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,203 global accepts · Rating: 1000 · first AC: 2015-03-15 · last AC: 2015-05-01 · GNU C++ (first AC) · Tags: math

[Shayan's solution](#)

446.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2015-05-01 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Shayan's solution](#)

447.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,829 global accepts · Rating: 1000 · first AC: 2015-05-01 · GNU C++ (first AC) · Tags: implementation, strings

[Shayan's solution](#)

448.

385A

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

Quality: 17,324 global accepts · Rating: 1000 · first AC: 2015-04-28 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Shayan's solution](#)

449.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2015-04-21 · GNU C++ (first AC) · Tags: brute force, implementation, math

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450.

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2015-04-19 · GNU C++ (first AC) · Tags: implementation

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451.

450A

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Quality: 44,390 global accepts · Rating: 1000 · first AC: 2015-02-23 · last AC: 2015-04-19 · MS C++ (first AC) · Tags: implementation

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452.

462A

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

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2015-04-18 · GNU C++ (first AC) · Tags: brute force, implementation

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453.

441A

[Valera and Antique Items](#) · [Tutorial](#)

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454.

535A

[Tavas and Nafas](#) · [Tutorial](#)

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455.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,687 global accepts · Rating: 1000 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: sortings

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456.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,021 global accepts · Rating: 1000 · first AC: 2015-03-16 · GNU C++ (first AC) · Tags: implementation

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457.

476A

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Quality: 51,607 global accepts · Rating: 1000 · first AC: 2015-03-15 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

458.

339B

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459.

230A

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460.

118B

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461.

237A

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Quality: 29,522 global accepts · Rating: 1000 · first AC: 2015-03-06 · GNU C++ (first AC) · Tags: implementation

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462.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,266 global accepts · Rating: 1000 · first AC: 2015-03-04 · GNU C++ (first AC) · Tags: brute force, math

[Shayan's solution](#)

463.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,782 global accepts · Rating: 1000 · first AC: 2015-03-04 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

464.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,344 global accepts · Rating: 1000 · first AC: 2015-03-04 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

465.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,788 global accepts · Rating: 1000 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: brute force, number theory

[Shayan's solution](#)

466.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,261 global accepts · Rating: 1000 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

467.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Shayan's solution](#)

468.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,982 global accepts · Rating: 1000 · first AC: 2015-02-27 · GNU C++ (first AC) · Tags: greedy, strings

[Shayan's solution](#)

469.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2015-02-27 · GNU C++ (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

470.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1000 · first AC: 2015-02-26 · MS C++ (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

471.

500A

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

Quality: 62,686 global accepts · Rating: 1000 · first AC: 2015-02-26 · MS C++ (first AC) · Tags: dfs and similar, graphs, implementation

[Shayan's solution](#)

472.

515A

[Brazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2015-02-19 · MS C++ (first AC) · Tags: math

[Shayan's solution](#)

473.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,670 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Shayan's solution](#)

474.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[Shayan's solution](#)

475.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Shayan's solution](#)

476.

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[Shayan's solution](#)

477.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Shayan's solution](#)

478.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[Shayan's solution](#)

479.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Shayan's solution](#)

480.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Shayan's solution](#)

481.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[Shayan's solution](#)

482.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[Shayan's solution](#)

483.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2018-01-31 · last AC: 2020-01-14 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation, number theory
[Shayan's solution](#)

484.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[Shayan's solution](#)

485.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[Shayan's solution](#)

486.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 1100 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: math
[Shayan's solution](#)

487.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[Shayan's solution](#)

488.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Shayan's solution](#)

489.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Shayan's solution](#)

490.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Shayan's solution](#)

491.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,193 global accepts · Rating: 1100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Shayan's solution](#)

492.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Shayan's solution](#)

493.

1105B

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

Quality: 10,557 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Shayan's solution](#)

494.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

495.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,078 global accepts · Rating: 1100 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Shayan's solution](#)

496.

331C1

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2017-11-29 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

497.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: geometry

[Shayan's solution](#)

498.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: implementation, sortings

[Shayan's solution](#)

499.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-08-19 · GNU C++11 (first AC) · Tags: data structures, implementation

[Shayan's solution](#)

500.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

501.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1100 · first AC: 2017-04-15 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Shayan's solution](#)

502.

767A

[Snacktower](#) · [Tutorial](#)

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

[Shayan's solution](#)

503.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[Shayan's solution](#)

504.

712B

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

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: implementation, strings

[Shayan's solution](#)

505.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory

[Shayan's solution](#)

506.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[Shayan's solution](#)

507.

46B

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

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

508.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2016-12-27 · GNU C++11 (first AC) · Tags: brute force

[Shayan's solution](#)

509.

706B

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

Quality: 84,426 global accepts · Rating: 1100 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[Shayan's solution](#)

510.

723B

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

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings

[Shayan's solution](#)

511.

731B

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

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Shayan's solution](#)

512.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,466 global accepts · Rating: 1100 · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: implementation, math, sortings, strings

[Shayan's solution](#)

513.

618B

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Quality: 8,323 global accepts · Rating: 1100 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: constructive algorithms

[Shayan's solution](#)

514.

103A

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Quality: 6,573 global accepts · Rating: 1100 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Shayan's solution](#)

515.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 1100 · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[Shayan's solution](#)

516.

682A

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

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

[Shayan's solution](#)

517.

675A

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

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

[Shayan's solution](#)

518.

667B

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Quality: 5,878 global accepts · Rating: 1100 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[Shayan's solution](#)

519.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: geometry, math

[Shayan's solution](#)

520.

638A

[Home Numbers](#) · [Tutorial](#)

Quality: 4,374 global accepts · Rating: 1100 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, math

[Shayan's solution](#)

521.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,487 global accepts · Rating: 1100 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: implementation, strings

[Shayan's solution](#)

522.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,808 global accepts · Rating: 1100 · first AC: 2015-03-02 · last AC: 2016-02-27 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[Shayan's solution](#)

523.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Shayan's solution](#)

524.

629B

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

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force

[Shayan's solution](#)

525.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: math

[Shayan's solution](#)

526.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1100 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: math, number theory

[Shayan's solution](#)

527.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,915 global accepts · Rating: 1100 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: combinatorics, math

[Shayan's solution](#)

528.

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2015-06-03 · last AC: 2016-02-04 · GNU C++ (first AC) · Tags: —

[Shayan's solution](#)

529.

312A

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

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2015-06-15 · last AC: 2015-12-26 · GNU C++ (first AC) · Tags: implementation, strings

[Shayan's solution](#)

530.

362B

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

Quality: 14,732 global accepts · Rating: 1100 · first AC: 2015-06-03 · last AC: 2015-12-25 · GNU C++ (first AC) · Tags: implementation, sortings

[Shayan's solution](#)

531.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2015-06-17 · last AC: 2015-12-24 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Shayan's solution](#)

532.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,860 global accepts · Rating: 1100 · first AC: 2015-06-10 · last AC: 2015-12-24 · GNU C++ (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

533.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Shayan's solution](#)

534.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,500 global accepts · Rating: 1100 · first AC: 2015-05-02 · last AC: 2015-11-30 · GNU C++ (first AC) · Tags: dp, implementation

[Shayan's solution](#)

535.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

536.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

537.

596A

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

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: geometry, implementation

[Shayan's solution](#)

538.

522B

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

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: *special, data structures, dp, implementation

[Shayan's solution](#)

539.

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,421 global accepts · Rating: 1100 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

[Shayan's solution](#)

540.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,646 global accepts · Rating: 1100 · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: implementation, math

[Shayan's solution](#)

541.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

542.

120C

[Winnie-the-Pooh and honey](#) · [Tutorial](#)

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: implementation, math

[Shayan's solution](#)

543.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

544.

368B

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

Quality: 49,897 global accepts · Rating: 1100 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: data structures, dp

[Shayan's solution](#)

545.

558A

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

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-08-10 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[Shayan's solution](#)

546.

68A

[Irrational problem](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2015-08-06 · GNU C++ (first AC) · Tags: implementation, number theory

[Shayan's solution](#)

547.

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1100 · first AC: 2015-08-01 · GNU C++ (first AC) · Tags: implementation, sortings

[Shayan's solution](#)

548.

122C

[Lucky Sum](#) · [Tutorial](#)

Rating: 1100 · first AC: 2015-07-31 · GNU C++ (first AC) · Tags: brute force, math

[Shayan's solution](#)

549.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2015-07-31 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

550.

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,532 global accepts · Rating: 1100 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[Shayan's solution](#)

551.

7A

[Kalevitch and Chess](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2015-07-25 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

[Shayan's solution](#)

552.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2015-07-11 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

553.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,019 global accepts · Rating: 1100 · first AC: 2015-07-08 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[Shayan's solution](#)

554.

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 1100 · first AC: 2015-07-05 · GNU C++ (first AC) · Tags: *special, greedy, sortings

[Shayan's solution](#)

555.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,026 global accepts · Rating: 1100 · first AC: 2015-07-05 · GNU C++ (first AC) · Tags: graphs, math, shortest paths

[Shayan's solution](#)

556.

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,438 global accepts · Rating: 1100 · first AC: 2015-07-04 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

557.

197C

[Lexicographically Maximum Subsequence](#) · [Tutorial](#)

Rating: 1100 · first AC: 2015-07-03 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, strings

[Shayan's solution](#)

558.

196A

[Lexicographically Maximum Subsequence](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2015-07-03 · GNU C++ (first AC) · Tags: greedy, strings

[Shayan's solution](#)

559.

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-06-30 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Shayan's solution](#)

560.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2015-06-29 · GNU C++ (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

561.

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

562.

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,328 global accepts · Rating: 1100 · first AC: 2015-06-26 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

563.

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2015-06-23 · GNU C++ (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

564.

190A

[Vasya and the Bus](#) · [Tutorial](#)

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2015-06-21 · GNU C++ (first AC) · Tags: greedy, math

[Shayan's solution](#)

565.

245B

[Internet Address](#) · [Tutorial](#)

Quality: 5,520 global accepts · Rating: 1100 · first AC: 2015-06-17 · GNU C++ (first AC) · Tags: implementation, strings

[Shayan's solution](#)

566.

289A

[Polo the Penguin and Segments](#) · [Tutorial](#)

Quality: 10,326 global accepts · Rating: 1100 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

567.

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: greedy, sortings

[Shayan's solution](#)

568.

402A

[Nuts](#) · [Tutorial](#)

Quality: 4,879 global accepts · Rating: 1100 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: greedy, math

[Shayan's solution](#)

569.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1100 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: greedy

[Shayan's solution](#)

570.

116B

[Little Pigs and Wolves](#) · [Tutorial](#)

Quality: 14,614 global accepts · Rating: 1100 · first AC: 2015-06-11 · GNU C++ (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

571.

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,370 global accepts · Rating: 1100 · first AC: 2015-06-08 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

572.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2015-06-08 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

573.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,838 global accepts · Rating: 1100 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Shayan's solution](#)

574.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

575.

381B

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

Quality: 7,355 global accepts · Rating: 1100 · first AC: 2015-06-03 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Shayan's solution](#)

576.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2015-06-02 · GNU C++ (first AC) · Tags: implementation, sortings

[Shayan's solution](#)

577.

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2015-06-02 · GNU C++ (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

578.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,378 global accepts · Rating: 1100 · first AC: 2015-05-29 · GNU C++ (first AC) · Tags: greedy, hashing, strings

[Shayan's solution](#)

579.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2015-05-28 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

580.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Shayan's solution](#)

581.

296A

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

Quality: 26,036 global accepts · Rating: 1100 · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: greedy, math

[Shayan's solution](#)

582.

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,976 global accepts · Rating: 1100 · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

583.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,002 global accepts · Rating: 1100 · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: binary search, implementation, sortings

[Shayan's solution](#)

584.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,065 global accepts · Rating: 1100 · first AC: 2015-05-24 · GNU C++ (first AC) · Tags: brute force, dp

[Shayan's solution](#)

585.

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,890 global accepts · Rating: 1100 · first AC: 2015-05-24 · GNU C++ (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

586.

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2015-05-20 · GNU C++ (first AC) · Tags: implementation, strings

[Shayan's solution](#)

587.

382A

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

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2015-05-20 · GNU C++ (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

588.

545B

[Equidistant String](#) · [Tutorial](#)

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: greedy

[Shayan's solution](#)

589.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,983 global accepts · Rating: 1100 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

590.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,284 global accepts · Rating: 1100 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: brute force, geometry, math

[Shayan's solution](#)

591.

300A

[Array](#) · [Tutorial](#)

Quality: 27,208 global accepts · Rating: 1100 · first AC: 2015-05-08 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[Shayan's solution](#)

592.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,556 global accepts · Rating: 1100 · first AC: 2015-05-08 · GNU C++ (first AC) · Tags: greedy, sortings

[Shayan's solution](#)

593.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2015-05-07 · GNU C++ (first AC) · Tags: implementation, strings

[Shayan's solution](#)

594.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2015-05-04 · GNU C++ (first AC) · Tags: data structures, implementation

[Shayan's solution](#)

595.

285A

[Slightly Decreasing Permutations](#) · [Tutorial](#)

Quality: 14,138 global accepts · Rating: 1100 · first AC: 2015-05-02 · GNU C++ (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

596.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,869 global accepts · Rating: 1100 · first AC: 2015-05-02 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Shayan's solution](#)

597.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2015-05-01 · GNU C++ (first AC) · Tags: greedy, math

[Shayan's solution](#)

598.

467B

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

Quality: 42,849 global accepts · Rating: 1100 · first AC: 2015-04-25 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Shayan's solution](#)

599.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,777 global accepts · Rating: 1100 · first AC: 2015-04-22 · GNU C++ (first AC) · Tags: sortings

[Shayan's solution](#)

600.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,884 global accepts · Rating: 1100 · first AC: 2015-04-17 · last AC: 2015-04-19 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory

[Shayan's solution](#)

601.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 1100 · first AC: 2015-04-14 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[Shayan's solution](#)

602.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,925 global accepts · Rating: 1100 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[Shayan's solution](#)

603.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2015-03-22 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Shayan's solution](#)

604.

527A

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

Quality: 15,552 global accepts · Rating: 1100 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

605.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2015-03-06 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

606.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2015-03-06 · GNU C++ (first AC) · Tags: geometry, implementation, math

[Shayan's solution](#)

607.

519B

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

Quality: 43,709 global accepts · Rating: 1100 · first AC: 2015-03-06 · GNU C++ (first AC) · Tags: data structures, implementation, sortings

[Shayan's solution](#)

608.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,186 global accepts · Rating: 1100 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

609.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

610.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,727 global accepts · Rating: 1100 · first AC: 2015-02-23 · MS C++ (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

611.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2015-01-27 · MS C++ (first AC) · Tags: brute force

[Shayan's solution](#)

612.

505A

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2015-01-18 · MS C++ (first AC) · Tags: brute force, implementation, strings

[Shayan's solution](#)

613.

495A

[Digital Counter](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1100 · first AC: 2014-12-22 · MS C++ (first AC) · Tags: implementation

[Shayan's solution](#)

614.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Shayan's solution](#)

615.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,858 global accepts · Rating: 1200 · first AC: 2015-06-08 · last AC: 2025-11-10 · GNU C++ (first AC) · Tags: dp, implementation, sortings

[Shayan's solution](#)

616.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Shayan's solution](#)

617.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Shayan's solution](#)

618.

1954C

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

Quality: 22,743 global accepts · Rating: 1200 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Shayan's solution](#)

619.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Shayan's solution](#)

620.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Shayan's solution](#)

621.

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,628 global accepts · Rating: 1200 · first AC: 2025-02-09 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Shayan's solution](#)

622.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,026 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, strings

[Shayan's solution](#)

623.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Shayan's solution](#)

624.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Shayan's solution](#)

625.

1989B

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

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Shayan's solution](#)

626.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,897 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Shayan's solution](#)

627.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Shayan's solution](#)

628.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[Shayan's solution](#)

629.

1934B

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

Quality: 22,013 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Shayan's solution](#)

630.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Shayan's solution](#)

631.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[Shayan's solution](#)

632.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Shayan's solution](#)

633.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,034 global accepts · Rating: 1200 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, sortings

[Shayan's solution](#)

634.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Shayan's solution](#)

635.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Shayan's solution](#)

636.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[Shayan's solution](#)

637.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Shayan's solution](#)

638.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[Shayan's solution](#)

639.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Shayan's solution](#)

640.

1149A

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

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Shayan's solution](#)

641.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Shayan's solution](#)

642.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Shayan's solution](#)

643.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,107 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[Shayan's solution](#)

644.

1133B

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

Quality: 14,370 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Shayan's solution](#)

645.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Shayan's solution](#)

646.

1097B

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

Quality: 35,945 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Shayan's solution](#)

647.

1091B

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

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

[Shayan's solution](#)

648.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[Shayan's solution](#)

649.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,897 global accepts · Rating: 1200 · first AC: 2015-03-22 · last AC: 2018-12-12 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[Shayan's solution](#)

650.

1076B

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

Quality: 14,585 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Shayan's solution](#)

651.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Shayan's solution](#)

652.

1043B

[Lost Array](#) · [Tutorial](#)

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

[Shayan's solution](#)

653.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,113 global accepts · Rating: 1200 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

654.

913B

[Christmas Spruce](#) · [Tutorial](#)

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

[Shayan's solution](#)

655.

908B

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

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

[Shayan's solution](#)

656.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

657.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,634 global accepts · Rating: 1200 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: greedy

[Shayan's solution](#)

658.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: brute force, math

[Shayan's solution](#)

659.

811B

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

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: implementation, sortings

[Shayan's solution](#)

660.

842A

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

Quality: 11,230 global accepts · Rating: 1200 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: brute force, two pointers

[Shayan's solution](#)

661.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: greedy, sortings

[Shayan's solution](#)

662.

803B

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

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2017-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms

[Shayan's solution](#)

663.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,269 global accepts · Rating: 1200 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: geometry, math

[Shayan's solution](#)

664.

776B

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

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

[Shayan's solution](#)

665.

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: math

[Shayan's solution](#)

666.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,346 global accepts · Rating: 1200 · first AC: 2015-06-15 · last AC: 2017-02-04 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Shayan's solution](#)

667.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1200 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: implementation, strings

[Shayan's solution](#)

668.

749B

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

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

[Shayan's solution](#)

669.

743B

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

Quality: 16,048 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[Shayan's solution](#)

670.

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Shayan's solution](#)

671.

722B

[Verse Pattern](#) · [Tutorial](#)

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

[Shayan's solution](#)

672.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Shayan's solution](#)

673.

658B

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

Rating: 1200 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

674.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Shayan's solution](#)

675.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,294 global accepts · Rating: 1200 · first AC: 2016-08-03 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[Shayan's solution](#)

676.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

677.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: greedy, sortings

[Shayan's solution](#)

678.

682B

[Alyona and Mex](#) · [Tutorial](#)

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

[Shayan's solution](#)

679.

181C

[Trading Business](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-05-23 · GNU C++11 (first AC) · Tags: games, graph matchings, greedy

[Shayan's solution](#)

680.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,078 global accepts · Rating: 1200 · first AC: 2016-05-22 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

681.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2015-05-07 · last AC: 2016-05-14 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Shayan's solution](#)

682.

645B

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

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

[Shayan's solution](#)

683.

645A

[Amity Assessment](#) · [Tutorial](#)

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

[Shayan's solution](#)

684.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,841 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[Shayan's solution](#)

685.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[Shayan's solution](#)

686.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: math
[Shayan's solution](#)

687.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: games, math
[Shayan's solution](#)

688.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,005 global accepts · Rating: 1200 · first AC: 2015-06-17 · last AC: 2016-02-05 · GNU C++ (first AC) · Tags: implementation, sortings
[Shayan's solution](#)

689.

612B

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

Quality: 7,603 global accepts · Rating: 1200 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: implementation, math
[Shayan's solution](#)

690.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,827 global accepts · Rating: 1200 · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: *special, dfs and similar, dp, graphs, trees
[Shayan's solution](#)

691.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: brute force, implementation
[Shayan's solution](#)

692.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation, strings
[Shayan's solution](#)

693.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: greedy, implementation
[Shayan's solution](#)

694.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: strings
[Shayan's solution](#)

695.

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: implementation, strings
[Shayan's solution](#)

696.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

697.

194B

[Square](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1200 · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: math

[Shayan's solution](#)

698.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,347 global accepts · Rating: 1200 · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Shayan's solution](#)

699.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1200 · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: greedy

[Shayan's solution](#)

700.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,418 global accepts · Rating: 1200 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: data structures, implementation

[Shayan's solution](#)

701.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,952 global accepts · Rating: 1200 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: implementation, number theory

[Shayan's solution](#)

702.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,331 global accepts · Rating: 1200 · first AC: 2015-09-01 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Shayan's solution](#)

703.

574A

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

Quality: 9,523 global accepts · Rating: 1200 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

704.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,651 global accepts · Rating: 1200 · first AC: 2015-08-28 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

705.

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: greedy, math

[Shayan's solution](#)

706.

112B

[Petya and Square](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 1200 · first AC: 2015-08-11 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

707.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,863 global accepts · Rating: 1200 · first AC: 2015-07-24 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Shayan's solution](#)

708.

560B

[Gerald is into Art](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2015-07-24 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Shayan's solution](#)

709.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2015-07-12 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[Shayan's solution](#)

710.

6C

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

Quality: 17,472 global accepts · Rating: 1200 · first AC: 2015-07-10 · GNU C++ (first AC) · Tags: greedy, two pointers

[Shayan's solution](#)

711.

302B

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

Quality: 9,389 global accepts · Rating: 1200 · first AC: 2015-07-09 · GNU C++ (first AC) · Tags: binary search, implementation, two pointers

[Shayan's solution](#)

712.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1200 · first AC: 2015-07-09 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, sortings

[Shayan's solution](#)

713.

254A

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

Quality: 7,736 global accepts · Rating: 1200 · first AC: 2015-07-06 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[Shayan's solution](#)

714.

408B

[Garland](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1200 · first AC: 2015-07-02 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

715.

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: brute force, implementation, schedules

[Shayan's solution](#)

716.

255B

[Code Parsing](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1200 · first AC: 2015-06-26 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

717.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,863 global accepts · Rating: 1200 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: brute force, greedy, strings

[Shayan's solution](#)

718.

262B

[Roma and Changing Signs](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2015-06-19 · GNU C++ (first AC) · Tags: greedy

[Shayan's solution](#)

719.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

720.

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

721.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: constructive algorithms

[Shayan's solution](#)

722.

216A

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

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

723.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

724.

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2015-06-10 · GNU C++ (first AC) · Tags: brute force, math

[Shayan's solution](#)

725.

264A

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

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2015-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[Shayan's solution](#)

726.

342A

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

Quality: 13,874 global accepts · Rating: 1200 · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

727.

222A

[Shooshuns and Sequence](#) · [Tutorial](#)

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

728.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2015-06-03 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Shayan's solution](#)

729.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2015-06-03 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Shayan's solution](#)

730.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2015-06-03 · GNU C++ (first AC) · Tags: brute force, graphs, math

[Shayan's solution](#)

731.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2015-06-03 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Shayan's solution](#)

732.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2015-06-03 · GNU C++ (first AC) · Tags: brute force, greedy, two pointers

[Shayan's solution](#)

733.

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2015-06-02 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

734.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2015-06-02 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

735.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,834 global accepts · Rating: 1200 · first AC: 2015-05-28 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math, strings

[Shayan's solution](#)

736.

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2015-05-28 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

737.

454B

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

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2015-05-24 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

738.

546B

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

Quality: 18,608 global accepts · Rating: 1200 · first AC: 2015-05-23 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, sortings

[Shayan's solution](#)

739.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2015-05-21 · GNU C++ (first AC) · Tags: implementation, sortings

[Shayan's solution](#)

740.

285C

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

Quality: 26,331 global accepts · Rating: 1200 · first AC: 2015-05-17 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[Shayan's solution](#)

741.

445A

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

Quality: 33,665 global accepts · Rating: 1200 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: dfs and similar, implementation
[Shayan's solution](#)

742.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2015-05-15 · GNU C++ (first AC) · Tags: implementation, math
[Shayan's solution](#)

743.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,259 global accepts · Rating: 1200 · first AC: 2015-05-15 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[Shayan's solution](#)

744.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2015-05-08 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[Shayan's solution](#)

745.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,735 global accepts · Rating: 1200 · first AC: 2015-05-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers
[Shayan's solution](#)

746.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2015-05-07 · GNU C++ (first AC) · Tags: math
[Shayan's solution](#)

747.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[Shayan's solution](#)

748.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2015-05-02 · GNU C++ (first AC) · Tags: math, number theory
[Shayan's solution](#)

749.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2015-05-02 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[Shayan's solution](#)

750.

492B

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

Quality: 90,181 global accepts · Rating: 1200 · first AC: 2015-04-27 · GNU C++ (first AC) · Tags: binary search, implementation, math, sortings
[Shayan's solution](#)

751.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,530 global accepts · Rating: 1200 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: binary search, implementation

[Shayan's solution](#)

752.

463A

[Caixa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2015-04-16 · GNU C++ (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

753.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,404 global accepts · Rating: 1200 · first AC: 2015-03-13 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

754.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2015-03-06 · GNU C++ (first AC) · Tags: greedy, sortings

[Shayan's solution](#)

755.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,017 global accepts · Rating: 1200 · first AC: 2015-03-06 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

756.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2015-02-27 · GNU C++ (first AC) · Tags: math

[Shayan's solution](#)

757.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,310 global accepts · Rating: 1200 · first AC: 2015-02-24 · MS C++ (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

758.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,013 global accepts · Rating: 1300 · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Shayan's solution](#)

759.

1999E

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

Quality: 23,619 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Shayan's solution](#)

760.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Shayan's solution](#)

761.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,429 global accepts · Rating: 1300 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Shayan's solution](#)

762.

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,107 global accepts · Rating: 1300 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[Shayan's solution](#)

763.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,371 global accepts · Rating: 1300 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Shayan's solution](#)

764.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,280 global accepts · Rating: 1300 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Shayan's solution](#)

765.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Shayan's solution](#)

766.

1311C

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

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Shayan's solution](#)

767.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[Shayan's solution](#)

768.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Shayan's solution](#)

769.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Shayan's solution](#)

770.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,395 global accepts · Rating: 1300 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math

[Shayan's solution](#)

771.

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[Shayan's solution](#)

772.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Shayan's solution](#)

773.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Shayan's solution](#)

774.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

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

[Shayan's solution](#)

775.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,898 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Shayan's solution](#)

776.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Shayan's solution](#)

777.

1209B

[Koala and Lights](#) · [Tutorial](#)

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

[Shayan's solution](#)

778.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Shayan's solution](#)

779.

1178C

[Tiles](#) · [Tutorial](#)

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

[Shayan's solution](#)

780.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Shayan's solution](#)

781.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, strings

[Shayan's solution](#)

782.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,098 global accepts · Rating: 1300 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Shayan's solution](#)

783.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,398 global accepts · Rating: 1300 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Shayan's solution](#)

784.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Shayan's solution](#)

785.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Shayan's solution](#)

786.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Shayan's solution](#)

787.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

788.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[Shayan's solution](#)

789.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Shayan's solution](#)

790.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Shayan's solution](#)

791.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Shayan's solution](#)

792.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

793.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,423 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Shayan's solution](#)

794.

1055B

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

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

[Shayan's solution](#)

795.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

796.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

797.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1300 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, number theory

[Shayan's solution](#)

798.

39H

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

Quality: 3,125 global accepts · Rating: 1300 · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

799.

900B

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

Quality: 8,376 global accepts · Rating: 1300 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: math, number theory

[Shayan's solution](#)

800.

889A

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

Rating: 1300 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: greedy, implementation, trees

[Shayan's solution](#)

801.

871A

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

Rating: 1300 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[Shayan's solution](#)

802.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

803.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[Shayan's solution](#)

804.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,209 global accepts · Rating: 1300 · first AC: 2017-05-17 · GNU C++11 (first AC) · Tags: brute force, dp, strings

[Shayan's solution](#)

805.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[Shayan's solution](#)

806.

761B

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

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Shayan's solution](#)

807.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 1300 · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Shayan's solution](#)

808.

755C

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

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Shayan's solution](#)

809.

238A

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

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2017-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Shayan's solution](#)

810.

750B

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

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

[Shayan's solution](#)

811.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

812.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: graphs

[Shayan's solution](#)

813.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Shayan's solution](#)

814.

586B

[Laurenty and Shop](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1300 · first AC: 2016-08-05 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

815.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2016-07-31 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Shayan's solution](#)

816.

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Shayan's solution](#)

817.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: brute force

[Shayan's solution](#)

818.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1300 · first AC: 2016-05-26 · GNU C++11 (first AC) · Tags: combinatorics

[Shayan's solution](#)

819.

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: implementation, sortings

[Shayan's solution](#)

820.

181B

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

Quality: 3,518 global accepts · Rating: 1300 · first AC: 2016-05-23 · GNU C++11 (first AC) · Tags: binary search, brute force

[Shayan's solution](#)

821.

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

[Shayan's solution](#)

822.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: greedy

[Shayan's solution](#)

823.

43C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1300 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: greedy

[Shayan's solution](#)

824.

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Shayan's solution](#)

825.

152B

[Steps](#) · [Tutorial](#)

Quality: 7,387 global accepts · Rating: 1300 · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: binary search, implementation

[Shayan's solution](#)

826.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: greedy, strings

[Shayan's solution](#)

827.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

828.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: math

[Shayan's solution](#)

829.

630F

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

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: combinatorics, math

[Shayan's solution](#)

830.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1300 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[Shayan's solution](#)

831.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2015-06-30 · last AC: 2015-12-29 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[Shayan's solution](#)

832.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Shayan's solution](#)

833.

312C

[The Closest Pair](#) · [Tutorial](#)

Rating: 1300 · first AC: 2015-12-26 · GNU C++11 (first AC) · Tags: constructive algorithms

[Shayan's solution](#)

834.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,378 global accepts · Rating: 1300 · first AC: 2015-07-03 · last AC: 2015-12-26 · GNU C++ (first AC) · Tags: math, probabilities

[Shayan's solution](#)

835.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,838 global accepts · Rating: 1300 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Shayan's solution](#)

836.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 1300 · first AC: 2015-08-11 · last AC: 2015-12-25 · GNU C++ (first AC) · Tags: games, greedy, implementation

[Shayan's solution](#)

837.

252C

[Points on Line](#) · [Tutorial](#)

Rating: 1300 · first AC: 2015-06-29 · last AC: 2015-12-24 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers

[Shayan's solution](#)

838.

330B

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

Quality: 19,386 global accepts · Rating: 1300 · first AC: 2015-06-08 · last AC: 2015-11-30 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[Shayan's solution](#)

839.

600B

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

Quality: 39,160 global accepts · Rating: 1300 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[Shayan's solution](#)

840.

598B

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

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: implementation, strings

[Shayan's solution](#)

841.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: math

[Shayan's solution](#)

842.

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 1300 · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

843.

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,273 global accepts · Rating: 1300 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: implementation, math

[Shayan's solution](#)

844.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Shayan's solution](#)

845.

574C

[Bear and Poker](#) · [Tutorial](#)

Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: math, number theory

[Shayan's solution](#)

846.

430C

[Xor-tree](#) · [Tutorial](#)

Rating: 1300 · first AC: 2015-08-26 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Shayan's solution](#)

847.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2015-08-26 · last AC: 2015-08-26 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[Shayan's solution](#)

848.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,099 global accepts · Rating: 1300 · first AC: 2015-08-21 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force

[Shayan's solution](#)

849.

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2015-08-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

850.

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2015-08-16 · last AC: 2015-08-16 · GNU C++11 (first AC) · Tags: math

[Shayan's solution](#)

851.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 1300 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Shayan's solution](#)

852.

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2015-08-10 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

853.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

854.

304C

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

Rating: 1300 · first AC: 2015-08-02 · GNU C++ (first AC) · Tags: constructive algorithms

[Shayan's solution](#)

855.

303A

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

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2015-08-02 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[Shayan's solution](#)

856.

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,944 global accepts · Rating: 1300 · first AC: 2015-07-31 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

857.

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,193 global accepts · Rating: 1300 · first AC: 2015-07-24 · GNU C++ (first AC) · Tags: implementation, sortings

[Shayan's solution](#)

858.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1300 · first AC: 2015-07-24 · GNU C++ (first AC) · Tags: implementation, strings

[Shayan's solution](#)

859.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2015-07-09 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[Shayan's solution](#)

860.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1300 · first AC: 2015-07-09 · GNU C++ (first AC) · Tags: math, number theory

[Shayan's solution](#)

861.

426B

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

Quality: 3,959 global accepts · Rating: 1300 · first AC: 2015-07-09 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

862.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2015-07-03 · GNU C++ (first AC) · Tags: implementation, number theory

[Shayan's solution](#)

863.

221B

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

Quality: 4,909 global accepts · Rating: 1300 · first AC: 2015-07-03 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

864.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1300 · first AC: 2015-06-29 · GNU C++ (first AC) · Tags: greedy

[Shayan's solution](#)

865.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,342 global accepts · Rating: 1300 · first AC: 2015-06-29 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers

[Shayan's solution](#)

866.

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,659 global accepts · Rating: 1300 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

867.

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1300 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

868.

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: implementation, sortings

[Shayan's solution](#)

869.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1300 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: binary search, brute force, math, number theory

[Shayan's solution](#)

870.

318B

[Strings of Power](#) · [Tutorial](#)

Quality: 8,299 global accepts · Rating: 1300 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: implementation, strings, two pointers

[Shayan's solution](#)

871.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2015-06-11 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Shayan's solution](#)

872.

246B

[Increase and Decrease](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1300 · first AC: 2015-06-10 · GNU C++ (first AC) · Tags: greedy, math

[Shayan's solution](#)

873.

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

874.

220A

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

Quality: 13,117 global accepts · Rating: 1300 · first AC: 2015-06-05 · GNU C++ (first AC) · Tags: implementation, sortings

[Shayan's solution](#)

875.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,107 global accepts · Rating: 1300 · first AC: 2015-06-02 · GNU C++ (first AC) · Tags: games, greedy

[Shayan's solution](#)

876.

437A

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

Quality: 9,360 global accepts · Rating: 1300 · first AC: 2015-06-02 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

877.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,798 global accepts · Rating: 1300 · first AC: 2015-06-02 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings

[Shayan's solution](#)

878.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-05-31 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Shayan's solution](#)

879.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2015-05-31 · GNU C++ (first AC) · Tags: greedy, hashing, implementation

[Shayan's solution](#)

880.

515B

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

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2015-05-31 · GNU C++ (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[Shayan's solution](#)

881.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

882.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2015-05-24 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

883.

471B

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

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2015-05-23 · GNU C++ (first AC) · Tags: implementation, sortings

[Shayan's solution](#)

884.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,820 global accepts · Rating: 1300 · first AC: 2015-05-20 · GNU C++ (first AC) · Tags: binary search, implementation, math, number theory

[Shayan's solution](#)

885.

485B

[Valuable Resources](#) · [Tutorial](#)

Quality: 6,791 global accepts · Rating: 1300 · first AC: 2015-05-20 · GNU C++ (first AC) · Tags: brute force, greedy

[Shayan's solution](#)

886.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,509 global accepts · Rating: 1300 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Shayan's solution](#)

887.

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

888.

476B

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

Quality: 37,019 global accepts · Rating: 1300 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[Shayan's solution](#)

889.

462B

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

Quality: 15,565 global accepts · Rating: 1300 · first AC: 2015-05-07 · GNU C++ (first AC) · Tags: greedy

[Shayan's solution](#)

890.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,871 global accepts · Rating: 1300 · first AC: 2015-05-02 · GNU C++ (first AC) · Tags: brute force, dp

[Shayan's solution](#)

891.

4C

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

Quality: 108,123 global accepts · Rating: 1300 · first AC: 2015-05-01 · GNU C++ (first AC) · Tags: data structures, hashing, implementation

[Shayan's solution](#)

892.

289C

[Polo the Penguin and Strings](#) · [Tutorial](#)

Rating: 1300 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Shayan's solution](#)

893.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,259 global accepts · Rating: 1300 · first AC: 2015-04-28 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Shayan's solution](#)

894.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2015-04-27 · GNU C++ (first AC) · Tags: *special, brute force, number theory

[Shayan's solution](#)

895.

472B

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1878E

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1370C

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799B

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797B

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713A

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669C

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677B

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670D1

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968.

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630L

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630H

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233B

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976.

416A

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978.

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979.

604B

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982.

60B

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581C

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984.

289B

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986.

182D

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245E

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989.

286A

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990.

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991.

505B

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992.

513B1

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993.

205B

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994.

219B

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112C

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996.

111A

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997.

151C

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998.

150A

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999.

253B

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1000.

359B

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1001.

248B

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1002.

272B

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1003.

417C

[Football](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 1400 · first AC: 2015-07-11 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

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1004.

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2015-07-11 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

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1005.

337B

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Quality: 10,064 global accepts · Rating: 1400 · first AC: 2015-07-09 · GNU C++ (first AC) · Tags: greedy, math, number theory

[Shayan's solution](#)

1006.

363C

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Quality: 14,103 global accepts · Rating: 1400 · first AC: 2015-07-09 · GNU C++ (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

1007.

284A

[Cows and Primitive Roots](#) · [Tutorial](#)

Quality: 7,345 global accepts · Rating: 1400 · first AC: 2015-07-09 · GNU C++ (first AC) · Tags: implementation, math, number theory

[Shayan's solution](#)

1008.

357B

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Quality: 8,550 global accepts · Rating: 1400 · first AC: 2015-07-08 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

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1009.

270B

[Multithreading](#) · [Tutorial](#)

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1010.

296C

[Greg and Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2015-06-17 · GNU C++ (first AC) · Tags: data structures, dp, implementation

[Shayan's solution](#)

1011.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,005 global accepts · Rating: 1400 · first AC: 2015-06-17 · GNU C++ (first AC) · Tags: data structures, implementation

[Shayan's solution](#)

1012.

369B

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2015-06-16 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[Shayan's solution](#)

1013.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1400 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: combinatorics, math

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1014.

125A

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

Quality: 3,232 global accepts · Rating: 1400 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: math

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1015.

445B

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Quality: 14,759 global accepts · Rating: 1400 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: dfs and similar, dsu, greedy

[Shayan's solution](#)

1016.

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

1017.

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2015-06-11 · GNU C++ (first AC) · Tags: graphs, greedy, sortings

[Shayan's solution](#)

1018.

315A

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

Quality: 12,293 global accepts · Rating: 1400 · first AC: 2015-06-10 · GNU C++ (first AC) · Tags: brute force

[Shayan's solution](#)

1019.

401C

[Team](#) · [Tutorial](#)

Quality: 21,700 global accepts · Rating: 1400 · first AC: 2015-06-10 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Shayan's solution](#)

1020.

108B

[Datatypes](#) · [Tutorial](#)

Quality: 2,735 global accepts · Rating: 1400 · first AC: 2015-06-10 · GNU C++ (first AC) · Tags: math, sortings

[Shayan's solution](#)

1021.

441B

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

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2015-06-08 · GNU C++ (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

1022.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,177 global accepts · Rating: 1400 · first AC: 2015-06-08 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[Shayan's solution](#)

1023.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,429 global accepts · Rating: 1400 · first AC: 2015-06-08 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Shayan's solution](#)

1024.

550B

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

Quality: 27,443 global accepts · Rating: 1400 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: bitmasks, brute force

[Shayan's solution](#)

1025.

277A

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Quality: 21,578 global accepts · Rating: 1400 · first AC: 2015-06-02 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[Shayan's solution](#)

1026.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,314 global accepts · Rating: 1400 · first AC: 2015-05-31 · GNU C++ (first AC) · Tags: implementation, strings

[Shayan's solution](#)

1027.

279B

[Books](#) · [Tutorial](#)

Quality: 72,412 global accepts · Rating: 1400 · first AC: 2015-05-31 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, two pointers

[Shayan's solution](#)

1028.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,464 global accepts · Rating: 1400 · first AC: 2015-05-31 · GNU C++ (first AC) · Tags: greedy, sortings

[Shayan's solution](#)

1029.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,072 global accepts · Rating: 1400 · first AC: 2015-05-29 · GNU C++ (first AC) · Tags: greedy, sortings

[Shayan's solution](#)

1030.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,222 global accepts · Rating: 1400 · first AC: 2015-05-27 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math, strings

[Shayan's solution](#)

1031.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: brute force, dp, greedy, implementation

[Shayan's solution](#)

1032.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: greedy, sortings

[Shayan's solution](#)

1033.

379C

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

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2015-05-24 · GNU C++ (first AC) · Tags: greedy, sortings

[Shayan's solution](#)

1034.

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-05-24 · GNU C++ (first AC) · Tags: greedy, implementation, strings

[Shayan's solution](#)

1035.

546C

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

Quality: 19,431 global accepts · Rating: 1400 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: brute force, dfs and similar, games

[Shayan's solution](#)

1036.

514B

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

Quality: 22,626 global accepts · Rating: 1400 · first AC: 2015-05-20 · GNU C++ (first AC) · Tags: brute force, data structures, geometry, implementation, math

[Shayan's solution](#)

1037.

493B

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

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

1038.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2015-05-15 · GNU C++ (first AC) · Tags: implementation, math, matrices

[Shayan's solution](#)

1039.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,683 global accepts · Rating: 1400 · first AC: 2015-05-10 · GNU C++ (first AC) · Tags: geometry, math

[Shayan's solution](#)

1040.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2015-05-07 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Shayan's solution](#)

1041.

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2015-05-04 · GNU C++ (first AC) · Tags: greedy

[Shayan's solution](#)

1042.

489C

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

Quality: 51,678 global accepts · Rating: 1400 · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[Shayan's solution](#)

1043.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 1400 · first AC: 2015-04-27 · GNU C++ (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

1044.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Shayan's solution](#)

1045.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,345 global accepts · Rating: 1400 · first AC: 2015-04-14 · GNU C++ (first AC) · Tags: dp, greedy, math

[Shayan's solution](#)

1046.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,173 global accepts · Rating: 1400 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[Shayan's solution](#)

1047.

515C

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

Quality: 28,707 global accepts · Rating: 1400 · first AC: 2015-02-27 · MS C++ (first AC) · Tags: greedy, math, sortings

[Shayan's solution](#)

1048.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 1500 · first AC: 2024-05-24 · last AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Shayan's solution](#)

1049.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,335 global accepts · Rating: 1500 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[Shayan's solution](#)

1050.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,613 global accepts · Rating: 1500 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Shayan's solution](#)

1051.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Shayan's solution](#)

1052.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 1500 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Shayan's solution](#)

1053.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math
[Shayan's solution](#)

1054.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1500 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[Shayan's solution](#)

1055.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1500 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
[Shayan's solution](#)

1056.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees
[Shayan's solution](#)

1057.

1999G1

[Ruler \(easy version\)](#) · [Tutorial](#)

Quality: 14,525 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[Shayan's solution](#)

1058.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[Shayan's solution](#)

1059.

1997D

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

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[Shayan's solution](#)

1060.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,601 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory
[Shayan's solution](#)

1061.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,569 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[Shayan's solution](#)

1062.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[Shayan's solution](#)

1063.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,374 global accepts · Rating: 1500 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp
[Shayan's solution](#)

1064.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Shayan's solution](#)

1065.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Shayan's solution](#)

1066.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,857 global accepts · Rating: 1500 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Shayan's solution](#)

1067.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,427 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[Shayan's solution](#)

1068.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Shayan's solution](#)

1069.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

1070.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[Shayan's solution](#)

1071.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Shayan's solution](#)

1072.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Shayan's solution](#)

1073.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Shayan's solution](#)

1074.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[Shayan's solution](#)

1075.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,656 global accepts · Rating: 1500 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[Shayan's solution](#)

1076.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,054 global accepts · Rating: 1500 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Shayan's solution](#)

1077.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Shayan's solution](#)

1078.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Shayan's solution](#)

1079.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Shayan's solution](#)

1080.

1213D1

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

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

1081.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Shayan's solution](#)

1082.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Shayan's solution](#)

1083.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Shayan's solution](#)

1084.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Shayan's solution](#)

1085.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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1086.

1179A

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

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Shayan's solution](#)

1087.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[Shayan's solution](#)

1088.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Shayan's solution](#)

1089.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

1090.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Shayan's solution](#)

1091.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,449 global accepts · Rating: 1500 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[Shayan's solution](#)

1092.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Shayan's solution](#)

1093.

1106B

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

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Shayan's solution](#)

1094.

1106D

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

Quality: 19,652 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Shayan's solution](#)

1095.

1105C

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

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[Shayan's solution](#)

1096.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Shayan's solution](#)

1097.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[Shayan's solution](#)

1098.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[Shayan's solution](#)

1099.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[Shayan's solution](#)

1100.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[Shayan's solution](#)

1101.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[Shayan's solution](#)

1102.

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,787 global accepts · Rating: 1500 · first AC: 2015-07-08 · last AC: 2018-01-26 · GNU C++ (first AC) · Tags: data structures, dsu
[Shayan's solution](#)

1103.

908C

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

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

1104.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, trees
[Shayan's solution](#)

1105.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,279 global accepts · Rating: 1500 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory

[Shayan's solution](#)

1106.

847A

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

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

1107.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: dsu, implementation, sortings, two pointers

[Shayan's solution](#)

1108.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 1500 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Shayan's solution](#)

1109.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

1110.

839C

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Quality: 20,092 global accepts · Rating: 1500 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Shayan's solution](#)

1111.

809A

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

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

[Shayan's solution](#)

1112.

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: greedy

[Shayan's solution](#)

1113.

790A

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

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

[Shayan's solution](#)

1114.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2017-02-04 · GNU C++11 (first AC) · Tags: dp, implementation

[Shayan's solution](#)

1115.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[Shayan's solution](#)

1116.

87A

[Trains](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1500 · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: implementation, math

[Shayan's solution](#)

1117.

331A2

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2017-01-05 · GNU C++11 (first AC) · Tags: data structures, sortings

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1118.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: greedy

[Shayan's solution](#)

1119.

752B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[Shayan's solution](#)

1120.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2016-12-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Shayan's solution](#)

1121.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[Shayan's solution](#)

1122.

744A

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

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Shayan's solution](#)

1123.

743C

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

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Shayan's solution](#)

1124.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2016-11-08 · GNU C++11 (first AC) · Tags: brute force, dp

[Shayan's solution](#)

1125.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2016-11-08 · GNU C++11 (first AC) · Tags: games, greedy

[Shayan's solution](#)

1126.

256A

[Almost Arithmetical Progression](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[Shayan's solution](#)

1127.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Shayan's solution](#)

1128.

707C

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

Quality: 13,480 global accepts · Rating: 1500 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: math, number theory

[Shayan's solution](#)

1129.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,709 global accepts · Rating: 1500 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[Shayan's solution](#)

1130.

702C

[Cellular Network](#) · [Tutorial](#)

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

[Shayan's solution](#)

1131.

702B

[Powers of Two](#) · [Tutorial](#)

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

[Shayan's solution](#)

1132.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[Shayan's solution](#)

1133.

688C

[NP-Hard Problem](#) · [Tutorial](#)

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

[Shayan's solution](#)

1134.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[Shayan's solution](#)

1135.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

1136.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: implementation, math

[Shayan's solution](#)

1137.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,435 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers

[Shayan's solution](#)

1138.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,387 global accepts · Rating: 1500 · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: binary search, implementation

[Shayan's solution](#)

1139.

350B

[Resort](#) · [Tutorial](#)

Quality: 3,398 global accepts · Rating: 1500 · first AC: 2016-05-14 · GNU C++11 (first AC) · Tags: graphs

[Shayan's solution](#)

1140.

638B

[Making Genome in Berland](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1500 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: *special, dfs and similar, strings

[Shayan's solution](#)

1141.

149C

[Division into Teams](#) · [Tutorial](#)

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[Shayan's solution](#)

1142.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: math, number theory

[Shayan's solution](#)

1143.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1500 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: combinatorics

[Shayan's solution](#)

1144.

403A

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

Rating: 1500 · first AC: 2016-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Shayan's solution](#)

1145.

374B

[Inna and Nine](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1500 · first AC: 2016-02-09 · GNU C++11 (first AC) · Tags: combinatorics, greedy

[Shayan's solution](#)

1146.

362A

[Two Semiknights Meet](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 1500 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: greedy, math

[Shayan's solution](#)

1147.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,462 global accepts · Rating: 1500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: combinatorics, strings

[Shayan's solution](#)

1148.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: implementation, math

[Shayan's solution](#)

1149.

358B

[Dima and Text Messages](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1500 · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: brute force, strings

[Shayan's solution](#)

1150.

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2015-11-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Shayan's solution](#)

1151.

599B

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

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

[Shayan's solution](#)

1152.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,652 global accepts · Rating: 1500 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Shayan's solution](#)

1153.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: greedy, math

[Shayan's solution](#)

1154.

588C

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

Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

1155.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,455 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Shayan's solution](#)

1156.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,920 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[Shayan's solution](#)

1157.

50B

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

Quality: 6,450 global accepts · Rating: 1500 · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: strings

[Shayan's solution](#)

1158.

148B

[Escape](#) · [Tutorial](#)

Quality: 6,015 global accepts · Rating: 1500 · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: implementation, math

[Shayan's solution](#)

1159.

204B

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

Quality: 5,908 global accepts · Rating: 1500 · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: binary search, data structures

[Shayan's solution](#)

1160.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: implementation, strings

[Shayan's solution](#)

1161.

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2015-09-15 · last AC: 2015-09-15 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp

[Shayan's solution](#)

1162.

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: sortings

[Shayan's solution](#)

1163.

224B

[Array](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: bitmasks, implementation, two pointers

[Shayan's solution](#)

1164.

384B

[Multitasking](#) · [Tutorial](#)

Quality: 3,803 global accepts · Rating: 1500 · first AC: 2015-09-14 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, two pointers

[Shayan's solution](#)

1165.

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2015-09-13 · GNU C++11 (first AC) · Tags: implementation, math

[Shayan's solution](#)

1166.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-09-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[Shayan's solution](#)

1167.

577C

[Vasya and Petya's Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: implementation, number theory

[Shayan's solution](#)

1168.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,494 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[Shayan's solution](#)

1169.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Shayan's solution](#)

1170.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[Shayan's solution](#)

1171.

574B

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

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2015-08-29 · last AC: 2015-09-05 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Shayan's solution](#)

1172.

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2015-09-01 · GNU C++11 (first AC) · Tags: dfs and similar

[Shayan's solution](#)

1173.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,781 global accepts · Rating: 1500 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Shayan's solution](#)

1174.

166C

[Median](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1500 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[Shayan's solution](#)

1175.

340D

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

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2015-08-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[Shayan's solution](#)

1176.

265D

[Good Sequences](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-08-15 · GNU C++11 (first AC) · Tags: dp, number theory

[Shayan's solution](#)

1177.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,021 global accepts · Rating: 1500 · first AC: 2015-08-15 · GNU C++11 (first AC) · Tags: dp, number theory

[Shayan's solution](#)

1178.

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: implementation, math

[Shayan's solution](#)

1179.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2015-08-10 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs

[Shayan's solution](#)

1180.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2015-08-08 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

1181.

278B

[New Problem](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1500 · first AC: 2015-08-07 · GNU C++ (first AC) · Tags: brute force, strings

[Shayan's solution](#)

1182.

230C

[Shifts](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-08-01 · GNU C++ (first AC) · Tags: binary search, data structures, dp, implementation

[Shayan's solution](#)

1183.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2015-08-01 · GNU C++ (first AC) · Tags: brute force, two pointers

[Shayan's solution](#)

1184.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2015-08-01 · GNU C++ (first AC) · Tags: *special, brute force, dp, strings

[Shayan's solution](#)

1185.

437B

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

Quality: 10,448 global accepts · Rating: 1500 · first AC: 2015-07-31 · GNU C++ (first AC) · Tags: bitmasks, greedy, implementation, sortings

[Shayan's solution](#)

1186.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: dp, math, number theory

[Shayan's solution](#)

1187.

426C

[Sereja and Swaps](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: brute force, sortings, two pointers

[Shayan's solution](#)

1188.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: brute force, sortings

[Shayan's solution](#)

1189.

443B

[Kolya and Tandem Repeat](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: 1500 · first AC: 2015-07-21 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Shayan's solution](#)

1190.

501C

[Misha and Forest](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1500 · first AC: 2015-07-11 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy, sortings, trees

[Shayan's solution](#)

1191.

332B

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

Quality: 8,710 global accepts · Rating: 1500 · first AC: 2015-07-10 · last AC: 2015-07-10 · GNU C++ (first AC) · Tags: data structures, dp, implementation

[Shayan's solution](#)

1192.

357C

[Knight Tournament](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-07-08 · GNU C++ (first AC) · Tags: data structures

[Shayan's solution](#)

1193.

527B

[Error Correct System](#) · [Tutorial](#)

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2015-07-06 · GNU C++ (first AC) · Tags: greedy

[Shayan's solution](#)

1194.

272C

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

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2015-07-04 · GNU C++ (first AC) · Tags: data structures, implementation

[Shayan's solution](#)

1195.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · last AC: 2015-07-01 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

1196.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-06-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math, sortings

[Shayan's solution](#)

1197.

368C

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

Rating: 1500 · first AC: 2015-06-29 · GNU C++ (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

1198.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2015-06-29 · GNU C++ (first AC) · Tags: data structures, implementation

[Shayan's solution](#)

1199.

556C

[Case of Matryoshkas](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

1200.

29B

[Traffic Lights](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1500 · first AC: 2015-06-25 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

1201.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Shayan's solution](#)

1202.

554C

[Kyoya and Colored Balls](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Shayan's solution](#)

1203.

49B

[Sum](#) · [Tutorial](#)

Quality: 2,802 global accepts · Rating: 1500 · first AC: 2015-06-23 · GNU C++ (first AC) · Tags: math

[Shayan's solution](#)

1204.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2015-06-20 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[Shayan's solution](#)

1205.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,859 global accepts · Rating: 1500 · first AC: 2015-06-17 · GNU C++ (first AC) · Tags: binary search, implementation

[Shayan's solution](#)

1206.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,543 global accepts · Rating: 1500 · first AC: 2015-06-16 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, sortings

[Shayan's solution](#)

1207.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2015-06-16 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[Shayan's solution](#)

1208.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[Shayan's solution](#)

1209.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: dsu, implementation

[Shayan's solution](#)

1210.

495C

[Treasure](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

1211.

275C

[k-Multiple Free Set](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[Shayan's solution](#)

1212.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[Shayan's solution](#)

1213.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,622 global accepts · Rating: 1500 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: dp, math, matrices

[Shayan's solution](#)

1214.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2015-06-10 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[Shayan's solution](#)

1215.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2015-06-10 · GNU C++ (first AC) · Tags: constructive algorithms, number theory
[Shayan's solution](#)

1216.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,130 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: brute force, dp, math
[Shayan's solution](#)

1217.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,639 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: brute force, dp, greedy, implementation, strings
[Shayan's solution](#)

1218.

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation
[Shayan's solution](#)

1219.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1500 · first AC: 2015-05-23 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math
[Shayan's solution](#)

1220.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,860 global accepts · Rating: 1500 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: dp, greedy
[Shayan's solution](#)

1221.

2A

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Quality: 31,223 global accepts · Rating: 1500 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: hashing, implementation
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1222.

460B

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Quality: 13,372 global accepts · Rating: 1500 · first AC: 2015-05-10 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory
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1223.

409H

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Quality: 9,487 global accepts · Rating: 1500 · first AC: 2015-04-28 · GNU C++ (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation
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1224.

455A

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Quality: 71,966 global accepts · Rating: 1500 · first AC: 2015-04-16 · GNU C++ (first AC) · Tags: dp

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1225.

494A

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Quality: 6,549 global accepts · Rating: 1500 · first AC: 2015-02-27 · MS C++ (first AC) · Tags: greedy

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1226.

1946C

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Quality: 13,717 global accepts · Rating: 1600 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

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1227.

1398C

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Quality: 36,596 global accepts · Rating: 1600 · first AC: 2025-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

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1228.

2059C

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Quality: 12,538 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

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1229.

1741E

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Quality: 17,795 global accepts · Rating: 1600 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

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1230.

1996E

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Quality: 12,536 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

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1231.

1985G

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Quality: 12,211 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

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1232.

1849C

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Quality: 12,531 global accepts · Rating: 1600 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

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1233.

1615C

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Quality: 9,194 global accepts · Rating: 1600 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

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1234.

1753B

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Quality: 14,994 global accepts · Rating: 1600 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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1235.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2015-06-15 · last AC: 2024-03-29 · GNU C++ (first AC) · Tags: dp, implementation, trees
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1236.

1469C

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Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, two pointers
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1237.

1305C

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Quality: 18,782 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory
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1238.

1303C

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Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation
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1239.

1295C

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Quality: 13,841 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
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1240.

1284C

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1241.

1246A

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Rating: 1600 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math
[Shayan's solution](#)

1242.

1251C

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Quality: 14,335 global accepts · Rating: 1600 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
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1243.

1238C

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Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
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1244.

1240A

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Rating: 1600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[Shayan's solution](#)

1245.

1234D

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Quality: 18,587 global accepts · Rating: 1600 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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1246.

1213D2

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[Shayan's solution](#)

1247.

1196D2

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[Shayan's solution](#)

1248.

1148B

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1249.

1165E

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1250.

1165D

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1251.

1140C

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1252.

1137B

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1253.

1137A

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1254.

1133F1

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1255.

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1256.

1096C

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1257.

1095D

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1258.

1086A

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1259.

1065C

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1059C

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1056D

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1262.

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1263.

71C

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1264.

1062C

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1265.

913C

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1266.

906A

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1267.

847H

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1268.

847B

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1269.

848A

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1270.

845B

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1271.

837B

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1272.

830B

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[Shayan's solution](#)

1273.

818B

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1274.

793B

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1275.

781A

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

[Shayan's solution](#)

1276.

777C

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Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Shayan's solution](#)

1277.

768B

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Quality: 6,972 global accepts · Rating: 1600 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

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1278.

178B2

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Quality: 770 global accepts · Rating: 1600 · first AC: 2017-02-08 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

1279.

178B1

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1280.

763A

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

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

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1281.

272D

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Quality: 2,834 global accepts · Rating: 1600 · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

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1282.

430A

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1283.

756B

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1284.

712C

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1285.

260B

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1286.

246D

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405C

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Quality: 4,933 global accepts · Rating: 1600 · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: implementation, math

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1288.

616C

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1289.

46C

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1290.

750C

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[Shayan's solution](#)

1291.

746C

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Quality: 3,859 global accepts · Rating: 1600 · first AC: 2016-12-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[Shayan's solution](#)

1292.

741B

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1293.

741A

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

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1294.

736A

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

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1295.

734C

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

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1296.

723C

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Quality: 5,216 global accepts · Rating: 1600 · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: greedy

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1297.

731C

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1298.

722C

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1299.

73A

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[Shayan's solution](#)

1300.

715A

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1301.

244B

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1302.

244C

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Rating: 1600 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, math

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1303.

618C

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Quality: 4,658 global accepts · Rating: 1600 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: geometry, implementation

[Shayan's solution](#)

1304.

658C

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

Rating: 1600 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[Shayan's solution](#)

1305.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,363 global accepts · Rating: 1600 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: dp, strings

[Shayan's solution](#)

1306.

523D

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Quality: 2,559 global accepts · Rating: 1600 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: *special, data structures, implementation

[Shayan's solution](#)

1307.

508C

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Quality: 4,668 global accepts · Rating: 1600 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

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1308.

660C

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Quality: 10,752 global accepts · Rating: 1600 · first AC: 2016-08-03 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[Shayan's solution](#)

1309.

665A

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Quality: 3,185 global accepts · Rating: 1600 · first AC: 2016-07-31 · GNU C++11 (first AC) · Tags: implementation

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1310.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Shayan's solution](#)

1311.

689B

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Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[Shayan's solution](#)

1312.

681C

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Quality: 9,822 global accepts · Rating: 1600 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy
[Shayan's solution](#)

1313.

691B

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Quality: 8,197 global accepts · Rating: 1600 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: implementation, strings
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1314.

343B

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[Shayan's solution](#)

1315.

682C

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Quality: 8,082 global accepts · Rating: 1600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
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1316.

435C

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Quality: 2,724 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation
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1317.

617C

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1318.

615B

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[Shayan's solution](#)

1319.

350C

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1320.

645C

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Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers
[Shayan's solution](#)

1321.

11B

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Quality: 5,708 global accepts · Rating: 1600 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: math

[Shayan's solution](#)

1322.

637D

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

[Shayan's solution](#)

1323.

149B

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Quality: 2,390 global accepts · Rating: 1600 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

1324.

630G

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Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: combinatorics, math

[Shayan's solution](#)

1325.

626C

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Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-14 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[Shayan's solution](#)

1326.

233C

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Rating: 1600 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: combinatorics, graphs, matrices

[Shayan's solution](#)

1327.

416C

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Quality: 8,704 global accepts · Rating: 1600 · first AC: 2015-12-29 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation

[Shayan's solution](#)

1328.

440B

[Balancer](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 1600 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

1329.

608C

[Chain Reaction](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

1330.

605A

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

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Shayan's solution](#)

1331.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Shayan's solution](#)

1332.

604C

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

Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, math

[Shayan's solution](#)

1333.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 1600 · first AC: 2015-05-08 · last AC: 2015-11-30 · GNU C++ (first AC) · Tags: dfs and similar

[Shayan's solution](#)

1334.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2015-04-24 · last AC: 2015-11-30 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

1335.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: implementation, strings

[Shayan's solution](#)

1336.

138A

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

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

1337.

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: graphs

[Shayan's solution](#)

1338.

599C

[Day at the Beach](#) · [Tutorial](#)

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

[Shayan's solution](#)

1339.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1600 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Shayan's solution](#)

1340.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: math

[Shayan's solution](#)

1341.

595B

[Pasha and Phone](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1600 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: binary search, math

[Shayan's solution](#)

1342.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: geometry, sortings

[Shayan's solution](#)

1343.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,314 global accepts · Rating: 1600 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Shayan's solution](#)

1344.

314A

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

Quality: 2,172 global accepts · Rating: 1600 · first AC: 2015-09-27 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

1345.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: combinatorics, math

[Shayan's solution](#)

1346.

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Shayan's solution](#)

1347.

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2015-09-18 · last AC: 2015-09-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Shayan's solution](#)

1348.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: math, number theory

[Shayan's solution](#)

1349.

237C

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

Quality: 6,647 global accepts · Rating: 1600 · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: binary search, number theory, two pointers

[Shayan's solution](#)

1350.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: combinatorics, data structures, implementation

[Shayan's solution](#)

1351.

340C

[Tourist Problem](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1600 · first AC: 2015-09-13 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math

[Shayan's solution](#)

1352.

574D

[Bear and Blocks](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: data structures, dp, math, shortest paths

[Shayan's solution](#)

1353.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[Shayan's solution](#)

1354.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[Shayan's solution](#)

1355.

408D

[Long Path](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-08-28 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

1356.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2015-08-28 · GNU C++11 (first AC) · Tags: dp, implementation

[Shayan's solution](#)

1357.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,499 global accepts · Rating: 1600 · first AC: 2015-08-28 · GNU C++11 (first AC) · Tags: binary search, brute force

[Shayan's solution](#)

1358.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2015-08-28 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Shayan's solution](#)

1359.

445C

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

Rating: 1600 · first AC: 2015-08-28 · GNU C++11 (first AC) · Tags: graphs, greedy

[Shayan's solution](#)

1360.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2015-08-28 · GNU C++11 (first AC) · Tags: greedy, math

[Shayan's solution](#)

1361.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,487 global accepts · Rating: 1600 · first AC: 2015-08-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Shayan's solution](#)

1362.

369C

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

Quality: 12,033 global accepts · Rating: 1600 · first AC: 2015-08-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Shayan's solution](#)

1363.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2015-08-19 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[Shayan's solution](#)

1364.

270C

[Magical Boxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-08-15 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Shayan's solution](#)

1365.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2015-08-15 · GNU C++11 (first AC) · Tags: greedy, math

[Shayan's solution](#)

1366.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[Shayan's solution](#)

1367.

569C

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

Rating: 1600 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[Shayan's solution](#)

1368.

568A

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

Quality: 5,401 global accepts · Rating: 1600 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[Shayan's solution](#)

1369.

430D

[Working out](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-08-11 · GNU C++11 (first AC) · Tags: brute force, dp

[Shayan's solution](#)

1370.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2015-08-11 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

1371.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-08-09 · GNU C++ (first AC) · Tags: greedy, math, number theory

[Shayan's solution](#)

1372.

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2015-08-09 · GNU C++ (first AC) · Tags: binary search, greedy, math, matrices, number theory

[Shayan's solution](#)

1373.

560C

[Gerald's Hexagon](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-07-24 · GNU C++ (first AC) · Tags: geometry

[Shayan's solution](#)

1374.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++ (first AC) · Tags: brute force, geometry, math

[Shayan's solution](#)

1375.

493C

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

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2015-07-10 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Shayan's solution](#)

1376.

334C

[Secrets](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-07-06 · GNU C++ (first AC) · Tags: math

[Shayan's solution](#)

1377.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2015-07-06 · GNU C++ (first AC) · Tags: greedy

[Shayan's solution](#)

1378.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2015-07-03 · GNU C++ (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[Shayan's solution](#)

1379.

305C

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

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2015-07-02 · GNU C++ (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

1380.

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,222 global accepts · Rating: 1600 · first AC: 2015-07-02 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[Shayan's solution](#)

1381.

284C

[Cows and Sequence](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-06-30 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, dp

[Shayan's solution](#)

1382.

283A

[Cows and Sequence](#) · [Tutorial](#)

Quality: 6,872 global accepts · Rating: 1600 · first AC: 2015-06-30 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[Shayan's solution](#)

1383.

495B

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

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2015-06-26 · GNU C++ (first AC) · Tags: math, number theory

[Shayan's solution](#)

1384.

349C

[Mafia](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-06-26 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

1385.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1600 · first AC: 2015-06-26 · last AC: 2015-06-26 · GNU C++ (first AC) · Tags: binary search, math, sortings

[Shayan's solution](#)

1386.

318C

[Perfect Pair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-06-17 · GNU C++ (first AC) · Tags: greedy, math

[Shayan's solution](#)

1387.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2015-06-17 · GNU C++ (first AC) · Tags: brute force

[Shayan's solution](#)

1388.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,592 global accepts · Rating: 1600 · first AC: 2015-06-16 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[Shayan's solution](#)

1389.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,196 global accepts · Rating: 1600 · first AC: 2015-06-16 · GNU C++ (first AC) · Tags: combinatorics, math

[Shayan's solution](#)

1390.

236C

[LCM Challenge](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-06-16 · GNU C++ (first AC) · Tags: greedy, number theory

[Shayan's solution](#)

1391.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2015-06-16 · GNU C++ (first AC) · Tags: number theory

[Shayan's solution](#)

1392.

454C

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-06-16 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities

[Shayan's solution](#)

1393.

384C

[Milking cows](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: greedy

[Shayan's solution](#)

1394.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: data structures, greedy

[Shayan's solution](#)

1395.

347C

[Alice and Bob](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: games, math, number theory

[Shayan's solution](#)

1396.

344C

[Rational Resistance](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: math, number theory

[Shayan's solution](#)

1397.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,081 global accepts · Rating: 1600 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: math, number theory

[Shayan's solution](#)

1398.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: games, math, number theory

[Shayan's solution](#)

1399.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: greedy, math, sortings

[Shayan's solution](#)

1400.

476C

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

Quality: 6,026 global accepts · Rating: 1600 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: math

[Shayan's solution](#)

1401.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2015-06-09 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[Shayan's solution](#)

1402.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,439 global accepts · Rating: 1600 · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: probabilities

[Shayan's solution](#)

1403.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2015-05-31 · GNU C++ (first AC) · Tags: constructive algorithms, games, math

[Shayan's solution](#)

1404.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2015-05-31 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[Shayan's solution](#)

1405.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Shayan's solution](#)

1406.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-04-14 · GNU C++ (first AC) · Tags: math

[Shayan's solution](#)

1407.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-02-25 · MS C++ (first AC) · Tags: constructive algorithms, strings

[Shayan's solution](#)

1408.

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,282 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Shayan's solution](#)

1409.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[Shayan's solution](#)

1410.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,025 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[Shayan's solution](#)

1411.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Shayan's solution](#)

1412.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Shayan's solution](#)

1413.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Shayan's solution](#)

1414.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[Shayan's solution](#)

1415.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[Shayan's solution](#)

1416.

977F

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

Quality: 25,128 global accepts · Rating: 1700 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Shayan's solution](#)

1417.

1969C

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

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Shayan's solution](#)

1418.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,277 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[Shayan's solution](#)

1419.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,302 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Shayan's solution](#)

1420.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,487 global accepts · Rating: 1700 · first AC: 2015-09-27 · last AC: 2024-03-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Shayan's solution](#)

1421.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[Shayan's solution](#)

1422.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Shayan's solution](#)

1423.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[Shayan's solution](#)

1424.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Shayan's solution](#)

1425.

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Shayan's solution](#)

1426.

1249E

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

Quality: 10,999 global accepts · Rating: 1700 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths

[Shayan's solution](#)

1427.

1256C

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

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Shayan's solution](#)

1428.

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Shayan's solution](#)

1429.

1237C1

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

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

[Shayan's solution](#)

1430.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Shayan's solution](#)

1431.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[Shayan's solution](#)

1432.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[Shayan's solution](#)

1433.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Shayan's solution](#)

1434.

1217C

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

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[Shayan's solution](#)

1435.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, shortest paths

[Shayan's solution](#)

1436.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[Shayan's solution](#)

1437.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Shayan's solution](#)

1438.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Shayan's solution](#)

1439.

1144F

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

Quality: 14,113 global accepts · Rating: 1700 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Shayan's solution](#)

1440.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Shayan's solution](#)

1441.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Shayan's solution](#)

1442.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,216 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive

[Shayan's solution](#)

1443.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Shayan's solution](#)

1444.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[Shayan's solution](#)

1445.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Shayan's solution](#)

1446.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Shayan's solution](#)

1447.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Shayan's solution](#)

1448.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Shayan's solution](#)

1449.

1091D

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

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Shayan's solution](#)

1450.

1086B

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

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[Shayan's solution](#)

1451.

1092C

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

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Shayan's solution](#)

1452.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Shayan's solution](#)

1453.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Shayan's solution](#)

1454.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[Shayan's solution](#)

1455.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: sortings, two pointers

[Shayan's solution](#)

1456.

1043D

[Mysterious Crime](#) · [Tutorial](#)

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

[Shayan's solution](#)

1457.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 1700 · first AC: 2018-02-04 · last AC: 2018-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Shayan's solution](#)

1458.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2018-02-04 · GNU C++11 (first AC) · Tags: games, greedy, implementation, math

[Shayan's solution](#)

1459.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,251 global accepts · Rating: 1700 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs

[Shayan's solution](#)

1460.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[Shayan's solution](#)

1461.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: dp, greedy

[Shayan's solution](#)

1462.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 1700 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: brute force, data structures, math

[Shayan's solution](#)

1463.

163A

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

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2017-12-04 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

1464.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: binary search, dfs and similar

[Shayan's solution](#)

1465.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[Shayan's solution](#)

1466.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Shayan's solution](#)

1467.

834C

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

Rating: 1700 · first AC: 2017-08-19 · GNU C++11 (first AC) · Tags: math

[Shayan's solution](#)

1468.

827A

[String Reconstruction](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, strings

[Shayan's solution](#)

1469.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2017-06-29 · GNU C++11 (first AC) · Tags: data structures, implementation

[Shayan's solution](#)

1470.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-05-17 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[Shayan's solution](#)

1471.

806A

[Success Rate](#) · [Tutorial](#)

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

[Shayan's solution](#)

1472.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,840 global accepts · Rating: 1700 · first AC: 2017-04-15 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[Shayan's solution](#)

1473.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: hashing, strings

[Shayan's solution](#)

1474.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: binary search, greedy, strings

[Shayan's solution](#)

1475.

765D

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

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, math

[Shayan's solution](#)

1476.

761D

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

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[Shayan's solution](#)

1477.

756A

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

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar

[Shayan's solution](#)

1478.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Shayan's solution](#)

1479.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, implementation, math

[Shayan's solution](#)

1480.

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Shayan's solution](#)

1481.

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1700 · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[Shayan's solution](#)

1482.

621C

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

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory, probabilities
[Shayan's solution](#)

1483.

729C

[Road to Cinema](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 1700 · first AC: 2017-01-16 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings
[Shayan's solution](#)

1484.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2017-01-11 · GNU C++11 (first AC) · Tags: data structures
[Shayan's solution](#)

1485.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[Shayan's solution](#)

1486.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-15 · last AC: 2016-11-15 · GNU C++11 (first AC) · Tags: implementation
[Shayan's solution](#)

1487.

76E

[Points](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2016-10-30 · last AC: 2016-10-30 · GNU C++11 (first AC) · Tags: implementation, math
[Shayan's solution](#)

1488.

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2016-10-30 · last AC: 2016-10-30 · GNU C++11 (first AC) · Tags: dp, greedy, math
[Shayan's solution](#)

1489.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: dp, implementation, math
[Shayan's solution](#)

1490.

296D

[Greg and Graph](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: dp, graphs
[Shayan's solution](#)

1491.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: data structures, implementation
[Shayan's solution](#)

1492.

245C

[Game with Coins](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 1700 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: greedy

[Shayan's solution](#)

1493.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: implementation, math

[Shayan's solution](#)

1494.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[Shayan's solution](#)

1495.

586D

[Phillip and Trains](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-08-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Shayan's solution](#)

1496.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math

[Shayan's solution](#)

1497.

691D

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

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math

[Shayan's solution](#)

1498.

698B

[Fix a Tree](#) · [Tutorial](#)

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

[Shayan's solution](#)

1499.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,800 global accepts · Rating: 1700 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[Shayan's solution](#)

1500.

685A

[Robbers' watch](#) · [Tutorial](#)

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

[Shayan's solution](#)

1501.

202B

[Brand New Easy Problem](#) · [Tutorial](#)

Quality: 857 global accepts · Rating: 1700 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: brute force

[Shayan's solution](#)

1502.

202C

[Clear Symmetry](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: binary search, math

[Shayan's solution](#)

1503.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2016-06-03 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[Shayan's solution](#)

1504.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 1700 · first AC: 2016-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Shayan's solution](#)

1505.

670E

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

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

[Shayan's solution](#)

1506.

181D

[Word Cut](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-05-23 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

1507.

42B

[Game of chess unfinished](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 1700 · first AC: 2016-05-21 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

1508.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[Shayan's solution](#)

1509.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: data structures, sortings

[Shayan's solution](#)

1510.

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

1511.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

1512.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: combinatorics, math

[Shayan's solution](#)

1513.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Shayan's solution](#)

1514.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[Shayan's solution](#)

1515.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: implementation, math

[Shayan's solution](#)

1516.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[Shayan's solution](#)

1517.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: combinatorics, greedy, sortings

[Shayan's solution](#)

1518.

598D

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

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Shayan's solution](#)

1519.

591C

[Median Smoothing](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Shayan's solution](#)

1520.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[Shayan's solution](#)

1521.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[Shayan's solution](#)

1522.

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[Shayan's solution](#)

1523.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: brute force

[Shayan's solution](#)

1524.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,657 global accepts · Rating: 1700 · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[Shayan's solution](#)

1525.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: dp, matrices

[Shayan's solution](#)

1526.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[Shayan's solution](#)

1527.

578A

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: geometry, math

[Shayan's solution](#)

1528.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[Shayan's solution](#)

1529.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1700 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[Shayan's solution](#)

1530.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,896 global accepts · Rating: 1700 · first AC: 2015-09-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, two pointers

[Shayan's solution](#)

1531.

385C

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

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2015-09-13 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[Shayan's solution](#)

1532.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2015-09-12 · GNU C++11 (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

1533.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Shayan's solution](#)

1534.

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,537 global accepts · Rating: 1700 · first AC: 2015-08-28 · GNU C++11 (first AC) · Tags: binary search, math

[Shayan's solution](#)

1535.

322C

[Ciel and Robot](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-08-27 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Shayan's solution](#)

1536.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2015-08-27 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[Shayan's solution](#)

1537.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2015-08-27 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[Shayan's solution](#)

1538.

382C

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

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2015-08-27 · GNU C++11 (first AC) · Tags: implementation, sortings

[Shayan's solution](#)

1539.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1700 · first AC: 2015-08-21 · GNU C++11 (first AC) · Tags: binary search, sortings, ternary search, two pointers

[Shayan's solution](#)

1540.

4D

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

Quality: 12,112 global accepts · Rating: 1700 · first AC: 2015-08-21 · GNU C++11 (first AC) · Tags: dp, sortings

[Shayan's solution](#)

1541.

339C

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

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2015-08-20 · last AC: 2015-08-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Shayan's solution](#)

1542.

518D

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

Quality: 8,168 global accepts · Rating: 1700 · first AC: 2015-08-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[Shayan's solution](#)

1543.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,473 global accepts · Rating: 1700 · first AC: 2015-08-17 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

1544.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2015-08-14 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[Shayan's solution](#)

1545.

298C

[Parity Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-08-07 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[Shayan's solution](#)

1546.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2015-08-07 · GNU C++ (first AC) · Tags: constructive algorithms

[Shayan's solution](#)

1547.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[Shayan's solution](#)

1548.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[Shayan's solution](#)

1549.

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,036 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: dp, greedy

[Shayan's solution](#)

1550.

507C

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

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: implementation, math, trees

[Shayan's solution](#)

1551.

560D

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

Rating: 1700 · first AC: 2015-07-24 · GNU C++ (first AC) · Tags: hashing, implementation, strings

[Shayan's solution](#)

1552.

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2015-07-24 · GNU C++ (first AC) · Tags: divide and conquer, hashing, sortings, strings

[Shayan's solution](#)

1553.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: dp

[Shayan's solution](#)

1554.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,547 global accepts · Rating: 1700 · first AC: 2015-07-12 · GNU C++ (first AC) · Tags: data structures, trees

[Shayan's solution](#)

1555.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2015-07-11 · GNU C++ (first AC) · Tags: brute force, math, number theory, strings

[Shayan's solution](#)

1556.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2015-07-08 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation

[Shayan's solution](#)

1557.

305B

[Continued Fractions](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2015-07-02 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Shayan's solution](#)

1558.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2015-07-02 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Shayan's solution](#)

1559.

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,479 global accepts · Rating: 1700 · first AC: 2015-06-26 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, implementation

[Shayan's solution](#)

1560.

465C

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

Rating: 1700 · first AC: 2015-06-26 · GNU C++ (first AC) · Tags: brute force

[Shayan's solution](#)

1561.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2015-06-25 · GNU C++ (first AC) · Tags: greedy, strings

[Shayan's solution](#)

1562.

450C

[Jzzhu and Chocolate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

1563.

449A

[Jzzhu and Chocolate](#) · [Tutorial](#)

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: greedy, math

[Shayan's solution](#)

1564.

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2015-06-23 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Shayan's solution](#)

1565.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,580 global accepts · Rating: 1700 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: dp, implementation

[Shayan's solution](#)

1566.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: dp

[Shayan's solution](#)

1567.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2015-06-10 · GNU C++ (first AC) · Tags: implementation

[Shayan's solution](#)

1568.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: geometry

[Shayan's solution](#)

1569.

485C

[Bits](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-06-03 · GNU C++ (first AC) · Tags: implementation, math

[Shayan's solution](#)

1570.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,390 global accepts · Rating: 1700 · first AC: 2015-06-03 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms

[Shayan's solution](#)

1571.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,886 global accepts · Rating: 1700 · first AC: 2015-06-02 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Shayan's solution](#)

1572.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-05-23 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math, number theory

[Shayan's solution](#)

1573.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2015-04-28 · GNU C++ (first AC) · Tags: *special

[Shayan's solution](#)

1574.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[Shayan's solution](#)

1575.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Shayan's solution](#)

1576.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[Shayan's solution](#)

1577.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,340 global accepts · Rating: 1800 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Shayan's solution](#)

1578.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Shayan's solution](#)

1579.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Shayan's solution](#)

1580.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Shayan's solution](#)

1581.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[Shayan's solution](#)

1582.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Shayan's solution](#)

1583.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Shayan's solution](#)

1584.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Shayan's solution](#)

1585.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Shayan's solution](#)

1586.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Shayan's solution](#)

1587.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Shayan's solution](#)

1588.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Shayan's solution](#)

1589.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[Shayan's solution](#)

1590.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[Shayan's solution](#)

1591.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[Shayan's solution](#)

1592.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Shayan's solution](#)

1593.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Shayan's solution](#)

1594.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: games

[Shayan's solution](#)

1595.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Shayan's solution](#)

1596.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Shayan's solution](#)

1597.

1179B

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

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Shayan's solution](#)

1598.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,700 global accepts · Rating: 1800 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[Shayan's solution](#)

1599.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

1600.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Shayan's solution](#)

1601.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,575 global accepts · Rating: 1800 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[Shayan's solution](#)

1602.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Shayan's solution](#)

1603.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, two pointers

[Shayan's solution](#)

1604.

934C

[A Twisty Movement](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Shayan's solution](#)

1605.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Shayan's solution](#)

1606.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[Shayan's solution](#)

1607.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Shayan's solution](#)

1608.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[Shayan's solution](#)

1609.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 1800 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[Shayan's solution](#)

1610.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Shayan's solution](#)

1611.

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[Shayan's solution](#)

1612.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[Shayan's solution](#)

1613.

1067B

[Multihedgehog](#) · [Tutorial](#)

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

[Shayan's solution](#)

1614.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · last AC: 2018-01-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[Shayan's solution](#)

1615.

913D

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

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

[Shayan's solution](#)

1616.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2017-12-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Shayan's solution](#)

1617.

533E

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

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2017-12-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[Shayan's solution](#)

1618.

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2017-11-29 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[Shayan's solution](#)

1619.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2017-11-23 · last AC: 2017-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms

[Shayan's solution](#)**1620.**

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Shayan's solution](#)**1621.**

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Shayan's solution](#)**1622.**

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: constructive algorithms

[Shayan's solution](#)**1623.**

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Shayan's solution](#)**1624.**

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Shayan's solution](#)**1625.**

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,722 global accepts · Rating: 1800 · first AC: 2017-08-17 · GNU C++11 (first AC) · Tags: shortest paths

[Shayan's solution](#)**1626.**

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Shayan's solution](#)**1627.**

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[Shayan's solution](#)**1628.**

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: greedy

[Shayan's solution](#)**1629.**

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: data structures, greedy

[Shayan's solution](#)

1630.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[Shayan's solution](#)

1631.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-12 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Shayan's solution](#)

1632.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: geometry

[Shayan's solution](#)

1633.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: binary search, greedy

[Shayan's solution](#)

1634.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2017-03-17 · GNU C++11 (first AC) · Tags: greedy

[Shayan's solution](#)

1635.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2017-03-17 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[Shayan's solution](#)

1636.

120H

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

Quality: 1,590 global accepts · Rating: 1800 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: graph matchings

[Shayan's solution](#)

1637.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[Shayan's solution](#)

1638.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, strings

[Shayan's solution](#)

1639.

776C

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

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

[Shayan's solution](#)

1640.

768C

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

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings
[Shayan's solution](#)

1641.

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 1800 · first AC: 2017-02-08 · GNU C++11 (first AC) · Tags: —
[Shayan's solution](#)

1642.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1800 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: brute force, games, implementation
[Shayan's solution](#)

1643.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,907 global accepts · Rating: 1800 · first AC: 2017-01-17 · last AC: 2017-01-17 · GNU C++11 (first AC) · Tags: dp, games, math, probabilities
[Shayan's solution](#)

1644.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2017-01-16 · GNU C++11 (first AC) · Tags: binary search, implementation, math, sortings
[Shayan's solution](#)

1645.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1800 · first AC: 2017-01-16 · GNU C++11 (first AC) · Tags: data structures, strings
[Shayan's solution](#)

1646.

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 1800 · first AC: 2017-01-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[Shayan's solution](#)

1647.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2017-01-11 · last AC: 2017-01-11 · GNU C++11 (first AC) · Tags: data structures, implementation, two pointers
[Shayan's solution](#)

1648.

513G1

[Inversions problem](#) · [Tutorial](#)

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2017-01-10 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle
[Shayan's solution](#)

1649.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2017-01-08 · GNU C++11 (first AC) · Tags: dp, shortest paths
[Shayan's solution](#)

1650.

46D

[Parking Lot](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: data structures, implementation

[Shayan's solution](#)

1651.

220B

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

Quality: 12,882 global accepts · Rating: 1800 · first AC: 2017-01-03 · last AC: 2017-01-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[Shayan's solution](#)

1652.

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2017-01-02 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[Shayan's solution](#)

1653.

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: math

[Shayan's solution](#)

1654.

488C

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

Rating: 1800 · first AC: 2016-12-27 · GNU C++11 (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

1655.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Shayan's solution](#)

1656.

471D

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

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2016-11-25 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[Shayan's solution](#)

1657.

733C

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

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2016-11-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Shayan's solution](#)

1658.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: dp, graphs

[Shayan's solution](#)

1659.

701E

[Connecting Universities](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Shayan's solution](#)

1660.

256B

[Mr. Bender and Square](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[Shayan's solution](#)

1661.

434A

[Ryouko's Memory Note](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: math, sortings

[Shayan's solution](#)

1662.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers

[Shayan's solution](#)

1663.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: data structures, sortings

[Shayan's solution](#)

1664.

706D

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Quality: 12,583 global accepts · Rating: 1800 · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[Shayan's solution](#)

1665.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: data structures, implementation

[Shayan's solution](#)

1666.

669D

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

Rating: 1800 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[Shayan's solution](#)

1667.

586C

[Gennady the Dentist](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-08-05 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

1668.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2016-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[Shayan's solution](#)

1669.

691C

[Exponential notation](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: implementation, strings

[Shayan's solution](#)

1670.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Shayan's solution](#)

1671.

688D

[Remainders Game](#) · [Tutorial](#)

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

[Shayan's solution](#)

1672.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,109 global accepts · Rating: 1800 · first AC: 2015-09-15 · last AC: 2016-06-03 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[Shayan's solution](#)

1673.

664B

[Rebus](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: greedy

[Shayan's solution](#)

1674.

459D

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

Quality: 12,805 global accepts · Rating: 1800 · first AC: 2016-05-21 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings

[Shayan's solution](#)

1675.

675D

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

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

[Shayan's solution](#)

1676.

672C

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

Rating: 1800 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

[Shayan's solution](#)

1677.

667C

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

Rating: 1800 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: dp, strings

[Shayan's solution](#)

1678.

645D

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Quality: 3,338 global accepts · Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[Shayan's solution](#)

1679.

584D

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Quality: 11,118 global accepts · Rating: 1800 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Shayan's solution](#)

1680.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[Shayan's solution](#)

1681.

623A

[Graph and String](#) · [Tutorial](#)

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

[Shayan's solution](#)

1682.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 1800 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Shayan's solution](#)

1683.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2015-12-29 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[Shayan's solution](#)

1684.

336C

[Vasily the Bear and Sequence](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2015-12-29 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, number theory

[Shayan's solution](#)

1685.

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms

[Shayan's solution](#)

1686.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: greedy, sortings

[Shayan's solution](#)

1687.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Shayan's solution](#)

1688.

252D

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

Rating: 1800 · first AC: 2015-12-24 · GNU C++11 (first AC) · Tags: brute force, combinatorics, implementation

[Shayan's solution](#)

1689.

252B

[Unsorting Array](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 1800 · first AC: 2015-12-24 · GNU C++11 (first AC) · Tags: brute force, sortings

[Shayan's solution](#)

1690.

604D

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

Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dsu, math, number theory

[Shayan's solution](#)

1691.

301A

[Yaroslav and Sequence](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[Shayan's solution](#)

1692.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: dp, greedy

[Shayan's solution](#)

1693.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Shayan's solution](#)

1694.

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

1695.

436C

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Quality: 2,887 global accepts · Rating: 1800 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, trees

[Shayan's solution](#)

1696.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1800 · first AC: 2015-10-04 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[Shayan's solution](#)

1697.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2015-09-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Shayan's solution](#)

1698.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2015-09-24 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Shayan's solution](#)

1699.

482B

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

Quality: 7,728 global accepts · Rating: 1800 · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, trees

[Shayan's solution](#)

1700.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Shayan's solution](#)

1701.

487A

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

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[Shayan's solution](#)

1702.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-08-28 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, math

[Shayan's solution](#)

1703.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2015-08-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[Shayan's solution](#)

1704.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,175 global accepts · Rating: 1800 · first AC: 2015-08-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Shayan's solution](#)

1705.

483B

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

Quality: 4,348 global accepts · Rating: 1800 · first AC: 2015-08-21 · GNU C++11 (first AC) · Tags: binary search, math

[Shayan's solution](#)

1706.

352C

[Jeff and Rounding](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[Shayan's solution](#)

1707.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[Shayan's solution](#)

1708.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2015-08-01 · GNU C++ (first AC) · Tags: data structures, dp, two pointers

[Shayan's solution](#)

1709.

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2015-08-01 · GNU C++ (first AC) · Tags: binary search, brute force

[Shayan's solution](#)

1710.

49D

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Quality: 2,136 global accepts · Rating: 1800 · first AC: 2015-06-23 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[Shayan's solution](#)

1711.

478C

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Quality: 20,591 global accepts · Rating: 1800 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: greedy

[Shayan's solution](#)

1712.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1800 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[Shayan's solution](#)

1713.

544C

[Writing Code](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-06-02 · GNU C++ (first AC) · Tags: dp

[Shayan's solution](#)

1714.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-05-23 · MS C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[Shayan's solution](#)

1715.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2015-05-17 · GNU C++ (first AC) · Tags: dp

[Shayan's solution](#)

1716.

2059D

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Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Shayan's solution](#)

1717.

2001D

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Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Shayan's solution](#)

1718.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Shayan's solution](#)

1719.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Shayan's solution](#)

1720.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Shayan's solution](#)

1721.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Shayan's solution](#)

1722.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[Shayan's solution](#)

1723.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, sortings

[Shayan's solution](#)

1724.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[Shayan's solution](#)

1725.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, math, trees

[Shayan's solution](#)

1726.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Shayan's solution](#)

1727.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[Shayan's solution](#)

1728.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Shayan's solution](#)

1729.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Shayan's solution](#)

1730.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, math

[Shayan's solution](#)

1731.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Shayan's solution](#)

1732.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Shayan's solution](#)

1733.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[Shayan's solution](#)

1734.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Shayan's solution](#)

1735.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[Shayan's solution](#)

1736.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Shayan's solution](#)

1737.

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Shayan's solution](#)

1738.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[Shayan's solution](#)

1739.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1900 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[Shayan's solution](#)

1740.

1213E

[Two Small Strings](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Shayan's solution](#)

1741.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Shayan's solution](#)

1742.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Shayan's solution](#)

1743.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Shayan's solution](#)

1744.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Shayan's solution](#)

1745.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[Shayan's solution](#)

1746.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory, strings

[Shayan's solution](#)

1747.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Shayan's solution](#)

1748.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Shayan's solution](#)

1749.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Shayan's solution](#)

1750.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Shayan's solution](#)

1751.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,823 global accepts · Rating: 1900 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[Shayan's solution](#)

1752.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Shayan's solution](#)

1753.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Shayan's solution](#)

1754.

1095F

[Make It Connected](#) · [Tutorial](#)

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[Shayan's solution](#)

1755.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Shayan's solution](#)

1756.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 1900 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Shayan's solution](#)

1757.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Shayan's solution](#)

1758.

1078A

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

Rating: 1900 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, shortest paths

[Shayan's solution](#)

1759.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,152 global accepts · Rating: 1900 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Shayan's solution](#)

1760.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: math, number theory

[Shayan's solution](#)

1761.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: interactive, trees

[Shayan's solution](#)

1762.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

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

[Shayan's solution](#)

1763.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

1764.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2018-02-23 · GNU C++11 (first AC) · Tags: bitmasks, dp, probabilities

[Shayan's solution](#)

1765.

412E

[E-mail Addresses](#) · [Tutorial](#)

Quality: 938 global accepts · Rating: 1900 · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

1766.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2018-02-08 · GNU C++11 (first AC) · Tags: data structures, graphs, implementation, two pointers

[Shayan's solution](#)

1767.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2017-01-14 · last AC: 2018-01-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices

[Shayan's solution](#)

1768.

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2018-01-16 · GNU C++11 (first AC) · Tags: two pointers

[Shayan's solution](#)

1769.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2018-01-16 · GNU C++11 (first AC) · Tags: greedy

[Shayan's solution](#)

1770.

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2017-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Shayan's solution](#)

1771.

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: *special, dp, sortings

[Shayan's solution](#)

1772.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, math

[Shayan's solution](#)

1773.

529B

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Quality: 999 global accepts · Rating: 1900 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[Shayan's solution](#)

1774.

848B

[Rooter's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[Shayan's solution](#)

1775.

811C

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Quality: 3,495 global accepts · Rating: 1900 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: dp, implementation

[Shayan's solution](#)

1776.

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Shayan's solution](#)

1777.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2017-06-29 · GNU C++11 (first AC) · Tags: binary search, data structures, number theory, two pointers

[Shayan's solution](#)

1778.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2017-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Shayan's solution](#)

1779.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2017-05-16 · GNU C++11 (first AC) · Tags: binary search, greedy

[Shayan's solution](#)

1780.

808D

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Quality: 8,098 global accepts · Rating: 1900 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Shayan's solution](#)

1781.

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2017-05-06 · last AC: 2017-05-07 · GNU C++11 (first AC) · Tags: dp, games, greedy, number theory

[Shayan's solution](#)

1782.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2017-03-16 · last AC: 2017-03-16 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math

[Shayan's solution](#)

1783.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2017-03-14 · GNU C++11 (first AC) · Tags: dp, dsu, trees

[Shayan's solution](#)

1784.

781B

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

[Shayan's solution](#)

1785.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: dp, implementation

[Shayan's solution](#)

1786.

388B

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

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2017-02-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[Shayan's solution](#)

1787.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2017-02-09 · GNU C++11 (first AC) · Tags: data structures, trees

[Shayan's solution](#)

1788.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2016-10-06 · last AC: 2017-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Shayan's solution](#)

1789.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: greedy, sortings

[Shayan's solution](#)

1790.

729E

[Subordinates](#) · [Tutorial](#)

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[Shayan's solution](#)

1791.

372B

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Quality: 2,839 global accepts · Rating: 1900 · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, dp

[Shayan's solution](#)

1792.

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: binary search

[Shayan's solution](#)

1793.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[Shayan's solution](#)

1794.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2017-01-17 · last AC: 2017-01-17 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy

[Shayan's solution](#)

1795.

455B

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Quality: 6,847 global accepts · Rating: 1900 · first AC: 2017-01-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[Shayan's solution](#)

1796.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2017-01-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, two pointers

[Shayan's solution](#)

1797.

463D

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

Quality: 7,296 global accepts · Rating: 1900 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation
[Shayan's solution](#)

1798.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2017-01-14 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[Shayan's solution](#)

1799.

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2017-01-14 · GNU C++11 (first AC) · Tags: binary search, data structures
[Shayan's solution](#)

1800.

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2017-01-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths
[Shayan's solution](#)

1801.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2017-01-08 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers
[Shayan's solution](#)

1802.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2017-01-05 · GNU C++11 (first AC) · Tags: brute force, combinatorics, number theory
[Shayan's solution](#)

1803.

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2017-01-04 · last AC: 2017-01-05 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths
[Shayan's solution](#)

1804.

22D

[Segments](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1900 · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: greedy, sortings
[Shayan's solution](#)

1805.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dp
[Shayan's solution](#)

1806.

46E

[Comb](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 1900 · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: data structures, dp
[Shayan's solution](#)

1807.

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 1900 · first AC: 2017-01-02 · GNU C++11 (first AC) · Tags: dp, strings

[Shayan's solution](#)

1808.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2017-01-01 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings, strings

[Shayan's solution](#)

1809.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2017-01-01 · GNU C++11 (first AC) · Tags: data structures, dp

[Shayan's solution](#)

1810.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

1811.

552D

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Quality: 4,850 global accepts · Rating: 1900 · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[Shayan's solution](#)

1812.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[Shayan's solution](#)

1813.

488B

[Candy Boxes](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 1900 · first AC: 2016-12-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[Shayan's solution](#)

1814.

746E

[Numbers Exchange](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 1900 · first AC: 2016-12-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Shayan's solution](#)

1815.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive

[Shayan's solution](#)

1816.

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2016-11-25 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

1817.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Shayan's solution](#)

1818.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,495 global accepts · Rating: 1900 · first AC: 2016-11-12 · GNU C++11 (first AC) · Tags: dp, probabilities

[Shayan's solution](#)

1819.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Shayan's solution](#)

1820.

41E

[3-cycles](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1900 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy

[Shayan's solution](#)

1821.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,071 global accepts · Rating: 1900 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Shayan's solution](#)

1822.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2016-10-06 · last AC: 2016-10-07 · GNU C++11 (first AC) · Tags: data structures, implementation

[Shayan's solution](#)

1823.

722D

[Generating Sets](#) · [Tutorial](#)

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

[Shayan's solution](#)

1824.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · last AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Shayan's solution](#)

1825.

228E

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

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2016-08-21 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Shayan's solution](#)

1826.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: constructive algorithms

[Shayan's solution](#)

1827.

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, dsu

[Shayan's solution](#)

1828.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,222 global accepts · Rating: 1900 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Shayan's solution](#)

1829.

660D

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

Quality: 4,737 global accepts · Rating: 1900 · first AC: 2016-08-03 · GNU C++11 (first AC) · Tags: geometry

[Shayan's solution](#)

1830.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: matrices

[Shayan's solution](#)

1831.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, math

[Shayan's solution](#)

1832.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,033 global accepts · Rating: 1900 · first AC: 2016-07-18 · GNU C++11 (first AC) · Tags: data structures, dp, strings

[Shayan's solution](#)

1833.

222D

[Olympiad](#) · [Tutorial](#)

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, two pointers

[Shayan's solution](#)

1834.

688E

[The Values You Can Make](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

1835.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,567 global accepts · Rating: 1900 · first AC: 2016-06-28 · last AC: 2016-06-28 · GNU C++11 (first AC) · Tags: dp, matrices

[Shayan's solution](#)

1836.

651D

[Image Preview](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers

[Shayan's solution](#)

1837.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[Shayan's solution](#)

1838.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dp, strings

[Shayan's solution](#)

1839.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2016-05-30 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

1840.

614D

[Skills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Shayan's solution](#)

1841.

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

1842.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[Shayan's solution](#)

1843.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[Shayan's solution](#)

1844.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: math

[Shayan's solution](#)

1845.

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,014 global accepts · Rating: 1900 · first AC: 2016-02-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Shayan's solution](#)

1846.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Shayan's solution](#)

1847.

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2015-12-28 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[Shayan's solution](#)

1848.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math

[Shayan's solution](#)

1849.

257D

[Sum](#) · [Tutorial](#)

Quality: 1,719 global accepts · Rating: 1900 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: greedy, math

[Shayan's solution](#)

1850.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2015-12-05 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

1851.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[Shayan's solution](#)

1852.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Shayan's solution](#)

1853.

138B

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

Quality: 1,110 global accepts · Rating: 1900 · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: greedy

[Shayan's solution](#)

1854.

599D

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

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: brute force, math

[Shayan's solution](#)

1855.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

1856.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[Shayan's solution](#)

1857.

437D

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

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: dsu, sortings

[Shayan's solution](#)

1858.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,387 global accepts · Rating: 1900 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: shortest paths

[Shayan's solution](#)

1859.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,876 global accepts · Rating: 1900 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Shayan's solution](#)

1860.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2015-10-11 · GNU C++11 (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[Shayan's solution](#)

1861.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2015-10-08 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Shayan's solution](#)

1862.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2015-10-05 · GNU C++11 (first AC) · Tags: dp, sortings

[Shayan's solution](#)

1863.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Shayan's solution](#)

1864.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,858 global accepts · Rating: 1900 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, two pointers

[Shayan's solution](#)

1865.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[Shayan's solution](#)

1866.

25D

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

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2015-08-28 · GNU C++11 (first AC) · Tags: dsu, graphs, trees

[Shayan's solution](#)

1867.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 1900 · first AC: 2015-08-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[Shayan's solution](#)

1868.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-08-28 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[Shayan's solution](#)

1869.

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2015-08-28 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[Shayan's solution](#)

1870.

476D

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

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2015-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Shayan's solution](#)

1871.

477B

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

Rating: 1900 · first AC: 2015-08-21 · GNU C++11 (first AC) · Tags: math

[Shayan's solution](#)

1872.

459C

[Pashmak and Buses](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2015-08-18 · last AC: 2015-08-18 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[Shayan's solution](#)

1873.

569D

[Symmetric and Transitive](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: brute force, dp, math

[Shayan's solution](#)

1874.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Shayan's solution](#)

1875.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2015-07-31 · last AC: 2015-07-31 · GNU C++ (first AC) · Tags: data structures, dsu

[Shayan's solution](#)

1876.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-07-01 · last AC: 2015-07-01 · GNU C++ (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[Shayan's solution](#)

1877.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[Shayan's solution](#)

1878.

554D

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

Rating: 1900 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: greedy, math

[Shayan's solution](#)

1879.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,873 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[Shayan's solution](#)

1880.

549D

[Haar Features](#) · [Tutorial](#)

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

[Shayan's solution](#)

1881.

548D

[Mike and Feet](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-06-02 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[Shayan's solution](#)

1882.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-05-28 · GNU C++ (first AC) · Tags: binary search, data structures, dp, dsu

[Shayan's solution](#)

1883.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Shayan's solution](#)

1884.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2017-02-24 · last AC: 2024-06-10 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Shayan's solution](#)

1885.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Shayan's solution](#)

1886.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,893 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Shayan's solution](#)

1887.

461B

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

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2015-09-27 · last AC: 2024-03-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Shayan's solution](#)

1888.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2016-12-30 · last AC: 2024-03-11 · GNU C++11 (first AC) · Tags: binary search, dp

[Shayan's solution](#)

1889.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Shayan's solution](#)

1890.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2018-02-03 · last AC: 2023-12-19 · GNU C++11 (first AC) · Tags: brute force, dp

[Shayan's solution](#)

1891.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Shayan's solution](#)

1892.

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2020-06-15 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[Shayan's solution](#)

1893.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Shayan's solution](#)

1894.

1266D

[Decreasing Debts](#) · [Tutorial](#)

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

[Shayan's solution](#)

1895.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Shayan's solution](#)

1896.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Shayan's solution](#)

1897.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Shayan's solution](#)

1898.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings, strings

[Shayan's solution](#)

1899.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Shayan's solution](#)

1900.

1237D

[Balanced Playlist](#) · [Tutorial](#)

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

[Shayan's solution](#)

1901.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[Shayan's solution](#)

1902.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Shayan's solution](#)

1903.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[Shayan's solution](#)

1904.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[Shayan's solution](#)

1905.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[Shayan's solution](#)

1906.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Shayan's solution](#)

1907.

1209E1

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

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Shayan's solution](#)

1908.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[Shayan's solution](#)

1909.

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[Shayan's solution](#)

1910.

1165F1

[Microtransactions \(easy version\)](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Shayan's solution](#)

1911.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[Shayan's solution](#)

1912.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Shayan's solution](#)

1913.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[Shayan's solution](#)

1914.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Shayan's solution](#)

1915.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Shayan's solution](#)

1916.

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[Shayan's solution](#)

1917.

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Shayan's solution](#)

1918.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Shayan's solution](#)

1919.

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2000 · first AC: 2018-02-07 · last AC: 2018-02-07 · GNU C++11 (first AC) · Tags: greedy, math, two pointers

[Shayan's solution](#)

1920.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2018-02-02 · last AC: 2018-02-02 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number theory

[Shayan's solution](#)

1921.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 2000 · first AC: 2015-06-28 · last AC: 2018-01-24 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[Shayan's solution](#)

1922.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[Shayan's solution](#)

1923.

314C

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

Quality: 2,003 global accepts · Rating: 2000 · first AC: 2017-12-20 · GNU C++11 (first AC) · Tags: data structures, dp

[Shayan's solution](#)

1924.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Shayan's solution](#)

1925.

318D

[Ants](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-12-12 · last AC: 2017-12-12 · GNU C++11 (first AC) · Tags: dfs and similar

[Shayan's solution](#)

1926.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Shayan's solution](#)

1927.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2017-12-05 · GNU C++11 (first AC) · Tags: bitmasks, probabilities

[Shayan's solution](#)

1928.

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2017-12-04 · last AC: 2017-12-04 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

1929.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2017-12-04 · GNU C++11 (first AC) · Tags: binary search

[Shayan's solution](#)

1930.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2017-12-04 · GNU C++11 (first AC) · Tags: math, strings

[Shayan's solution](#)

1931.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[Shayan's solution](#)

1932.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2017-11-29 · last AC: 2017-12-01 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math

[Shayan's solution](#)

1933.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2017-11-29 · last AC: 2017-11-29 · GNU C++11 (first AC) · Tags: brute force, data structures, math

[Shayan's solution](#)

1934.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2017-11-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[Shayan's solution](#)

1935.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2017-11-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Shayan's solution](#)

1936.

641E

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

Quality: 3,882 global accepts · Rating: 2000 · first AC: 2017-11-29 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

1937.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2017-11-29 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Shayan's solution](#)

1938.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Shayan's solution](#)

1939.

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: dsu, graphs, strings

[Shayan's solution](#)

1940.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: brute force, implementation, interactive

[Shayan's solution](#)

1941.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures

[Shayan's solution](#)

1942.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,761 global accepts · Rating: 2000 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[Shayan's solution](#)

1943.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2017-06-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

1944.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2017-05-16 · GNU C++11 (first AC) · Tags: dp, graphs

[Shayan's solution](#)

1945.

803F

[Coprime Subsequences](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2017-05-16 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[Shayan's solution](#)

1946.

806B

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

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

[Shayan's solution](#)

1947.

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2017-05-05 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Shayan's solution](#)

1948.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2017-04-15 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[Shayan's solution](#)

1949.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2017-03-27 · last AC: 2017-03-27 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[Shayan's solution](#)

1950.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2017-03-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Shayan's solution](#)

1951.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Shayan's solution](#)

1952.

382B

[Number Busters](#) · [Tutorial](#)

Quality: 1,505 global accepts · Rating: 2000 · first AC: 2017-03-17 · GNU C++11 (first AC) · Tags: binary search, math

[Shayan's solution](#)

1953.

490E

[Restoring Increasing Sequence](#) · [Tutorial](#)

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2017-03-17 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation

[Shayan's solution](#)

1954.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2017-03-16 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Shayan's solution](#)

1955.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2017-03-16 · GNU C++11 (first AC) · Tags: graphs, greedy, sortings

[Shayan's solution](#)

1956.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Shayan's solution](#)

1957.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,215 global accepts · Rating: 2000 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Shayan's solution](#)

1958.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2000 · first AC: 2017-02-04 · GNU C++11 (first AC) · Tags: number theory

[Shayan's solution](#)

1959.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,259 global accepts · Rating: 2000 · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: dp, strings

[Shayan's solution](#)

1960.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Shayan's solution](#)

1961.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2017-01-26 · last AC: 2017-01-26 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

1962.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[Shayan's solution](#)

1963.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: math

[Shayan's solution](#)

1964.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: ternary search

[Shayan's solution](#)

1965.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[Shayan's solution](#)

1966.

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

[Shayan's solution](#)

1967.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: dfs and similar

[Shayan's solution](#)

1968.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2017-01-11 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Shayan's solution](#)

1969.

340E

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

Quality: 2,749 global accepts · Rating: 2000 · first AC: 2017-01-08 · GNU C++11 (first AC) · Tags: combinatorics, math

[Shayan's solution](#)

1970.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2017-01-07 · GNU C++11 (first AC) · Tags: bitmasks, data structures

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1971.

432D

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Quality: 11,989 global accepts · Rating: 2000 · first AC: 2017-01-07 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Shayan's solution](#)

1972.

258C

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Quality: 1,986 global accepts · Rating: 2000 · first AC: 2017-01-05 · last AC: 2017-01-05 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math

[Shayan's solution](#)

1973.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,434 global accepts · Rating: 2000 · first AC: 2017-01-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Shayan's solution](#)

1974.

412D

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Quality: 2,437 global accepts · Rating: 2000 · first AC: 2016-12-31 · last AC: 2016-12-31 · GNU C++11 (first AC) · Tags: dfs and similar

[Shayan's solution](#)

1975.

466B

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Quality: 5,266 global accepts · Rating: 2000 · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: brute force, math

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1976.

87C

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Quality: 1,687 global accepts · Rating: 2000 · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: dp, games, math

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1977.

488D

[Strip](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-12-27 · last AC: 2016-12-28 · GNU C++11 (first AC) · Tags: data structures, dp, two pointers

[Shayan's solution](#)

1978.

39E

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

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2016-12-27 · GNU C++11 (first AC) · Tags: dp, games

[Shayan's solution](#)

1979.

187C

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[Shayan's solution](#)

1980.

749D

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Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: binary search, data structures

[Shayan's solution](#)

1981.

237D

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Quality: 618 global accepts · Rating: 2000 · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Shayan's solution](#)

1982.

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2016-12-05 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[Shayan's solution](#)

1983.

315D

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

Rating: 2000 · first AC: 2016-11-25 · GNU C++11 (first AC) · Tags: dfs and similar, strings

[Shayan's solution](#)

1984.

31D

[Chocolate](#) · [Tutorial](#)

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1985.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2016-10-30 · GNU C++11 (first AC) · Tags: dp, math

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1986.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures,

greedy, math

[Shayan's solution](#)

1987.

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2016-09-25 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, strings

[Shayan's solution](#)

1988.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: dp, strings

[Shayan's solution](#)

1989.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2016-08-26 · last AC: 2016-08-26 · GNU C++11 (first AC) · Tags: *special, dfs and similar, hashing, strings

[Shayan's solution](#)

1990.

244D

[Hydra](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

1991.

710E

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

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2016-08-23 · last AC: 2016-08-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[Shayan's solution](#)

1992.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings, trees

[Shayan's solution](#)

1993.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: math

[Shayan's solution](#)

1994.

621E

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

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: dp, matrices

[Shayan's solution](#)

1995.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2016-08-05 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

1996.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[Shayan's solution](#)

1997.

681D

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

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Shayan's solution](#)

1998.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-15 · last AC: 2016-07-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[Shayan's solution](#)

1999.

435D

[Special Grid](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 2000 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[Shayan's solution](#)

2000.

380C

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

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2016-05-28 · GNU C++11 (first AC) · Tags: data structures, schedules

[Shayan's solution](#)

2001.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,047 global accepts · Rating: 2000 · first AC: 2016-05-28 · GNU C++11 (first AC) · Tags: *special, data structures

[Shayan's solution](#)

2002.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-05-26 · GNU C++11 (first AC) · Tags: math, number theory

[Shayan's solution](#)

2003.

615C

[Running Track](#) · [Tutorial](#)

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[Shayan's solution](#)

2004.

676D

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Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: graphs, implementation, shortest paths

[Shayan's solution](#)

2005.

664C

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

Rating: 2000 · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: greedy

[Shayan's solution](#)

2006.

181E

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

Rating: 2000 · first AC: 2016-05-23 · GNU C++11 (first AC) · Tags: games

[Shayan's solution](#)

2007.

47C

[Crossword](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2000 · first AC: 2016-05-22 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

2008.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2016-05-21 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy

[Shayan's solution](#)

2009.

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 2000 · first AC: 2016-05-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers

[Shayan's solution](#)

2010.

672D

[Robin Hood](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: binary search, greedy

[Shayan's solution](#)

2011.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

2012.

43D

[Journey](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2000 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Shayan's solution](#)

2013.

374A

[Inna and Pink Pony](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 2000 · first AC: 2016-02-09 · GNU C++11 (first AC) · Tags: greedy, implementation

[Shayan's solution](#)

2014.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2016-02-06 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[Shayan's solution](#)

2015.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2016-01-07 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Shayan's solution](#)

2016.

515D

[Brazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2015-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Shayan's solution](#)

2017.

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2015-12-28 · GNU C++11 (first AC) · Tags: data structures, implementation, strings

[Shayan's solution](#)

2018.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

2019.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-12-09 · last AC: 2015-12-25 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Shayan's solution](#)

2020.

401D

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Quality: 4,571 global accepts · Rating: 2000 · first AC: 2015-11-22 · last AC: 2015-11-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[Shayan's solution](#)

2021.

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[Shayan's solution](#)

2022.

533B

[Work Group](#) · [Tutorial](#)

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[Shayan's solution](#)

2023.

337D

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Quality: 6,906 global accepts · Rating: 2000 · first AC: 2015-10-05 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[Shayan's solution](#)

2024.

556D

[Case of Fugitive](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-06-28 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

[Shayan's solution](#)

2025.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2015-11-16 · last AC: 2024-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Shayan's solution](#)

2026.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

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2027.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Shayan's solution](#)

2028.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,390 global accepts · Rating: 2100 · first AC: 2015-08-27 · last AC: 2023-12-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Shayan's solution](#)

2029.

1370E

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Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

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2030.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, sortings

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2031.

1266E

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2032.

1207F

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Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

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2033.

1271D

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2034.

1271E

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Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math

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2035.

1250C

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2036.

1240C

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[Shayan's solution](#)

2037.

1217D

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[Shayan's solution](#)

2038.

1213F

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2039.

1202C

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Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[Shayan's solution](#)

2040.

1176F

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Quality: 2,320 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

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2041.

1187E

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Quality: 11,281 global accepts · Rating: 2100 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

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2042.

1166E

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Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

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2043.

1146D

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2044.

1108F

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2045.

1108E2

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Quality: 2,522 global accepts · Rating: 2100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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2046.

1117D

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2047.

1098B

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2048.

1056E

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2049.

1078B

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2050.

48E

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Quality: 705 global accepts · Rating: 2100 · first AC: 2018-03-02 · last AC: 2018-03-02 · GNU C++11 (first AC) · Tags: dp, games, graphs

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2051.

335C

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Quality: 603 global accepts · Rating: 2100 · first AC: 2018-03-01 · last AC: 2018-03-02 · GNU C++11 (first AC) · Tags: games

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2052.

439E

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2053.

268E

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Quality: 1,137 global accepts · Rating: 2100 · first AC: 2018-02-06 · GNU C++11 (first AC) · Tags: math, probabilities, sortings

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2054.

920E

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Quality: 7,747 global accepts · Rating: 2100 · first AC: 2018-02-02 · last AC: 2018-02-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

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2055.

919E

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Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-02-01 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

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2056.

576B

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Quality: 1,918 global accepts · Rating: 2100 · first AC: 2017-03-14 · last AC: 2018-01-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Shayan's solution](#)

2057.

336D

[Vasily the Bear and Beautiful Strings](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2100 · first AC: 2018-01-18 · last AC: 2018-01-18 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Shayan's solution](#)

2058.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[Shayan's solution](#)

2059.

520D

[Cubes](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2100 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[Shayan's solution](#)

2060.

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: data structures, dp, strings

[Shayan's solution](#)

2061.

498C

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

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2017-12-02 · last AC: 2017-12-04 · GNU C++11 (first AC) · Tags: flows, graph matchings, number theory

[Shayan's solution](#)

2062.

665E

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Quality: 4,424 global accepts · Rating: 2100 · first AC: 2017-11-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees

[Shayan's solution](#)

2063.

847F

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

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: greedy, sortings

[Shayan's solution](#)

2064.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

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2065.

811D

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Quality: 1,902 global accepts · Rating: 2100 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

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2066.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[Shayan's solution](#)

2067.

837E

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Quality: 2,065 global accepts · Rating: 2100 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[Shayan's solution](#)

2068.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2100 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: dp, math

[Shayan's solution](#)

2069.

386D

[Game with Points](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2100 · first AC: 2017-08-03 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, shortest paths

[Shayan's solution](#)

2070.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,789 global accepts · Rating: 2100 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: data structures, strings

[Shayan's solution](#)

2071.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2017-06-29 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[Shayan's solution](#)

2072.

802J2

[Send the Fool Further! \(medium\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2100 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: dp, trees

[Shayan's solution](#)

2073.

802D1

[Marmots \(easy\)](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2100 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: math

[Shayan's solution](#)

2074.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2100 · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[Shayan's solution](#)

2075.

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[Shayan's solution](#)

2076.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[Shayan's solution](#)

2077.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2017-04-15 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[Shayan's solution](#)

2078.

463E

[Caixa and Tree](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2100 · first AC: 2017-03-27 · last AC: 2017-03-27 · GNU C++11 (first AC) · Tags: brute force, dfs and

similar, math, number theory, trees

[Shayan's solution](#)

2079.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2017-03-25 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[Shayan's solution](#)

2080.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Shayan's solution](#)

2081.

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[Shayan's solution](#)

2082.

790B

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

Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[Shayan's solution](#)

2083.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2017-03-17 · last AC: 2017-03-17 · GNU C++11 (first AC) · Tags: dfs and similar, number theory, trees

[Shayan's solution](#)

2084.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2017-03-16 · last AC: 2017-03-16 · GNU C++11 (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[Shayan's solution](#)

2085.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[Shayan's solution](#)

2086.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,507 global accepts · Rating: 2100 · first AC: 2017-02-20 · last AC: 2017-02-27 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[Shayan's solution](#)

2087.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: math, number theory

[Shayan's solution](#)

2088.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2017-02-18 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Shayan's solution](#)

2089.

763B

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

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[Shayan's solution](#)

2090.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: data structures, math

[Shayan's solution](#)

2091.

260D

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

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees

[Shayan's solution](#)

2092.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2017-01-11 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[Shayan's solution](#)

2093.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2017-01-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[Shayan's solution](#)

2094.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Shayan's solution](#)

2095.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2017-01-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Shayan's solution](#)

2096.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2017-01-05 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[Shayan's solution](#)

2097.

319C

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

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: dp, geometry

[Shayan's solution](#)

2098.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2017-01-02 · GNU C++11 (first AC) · Tags: data structures, graphs, trees

[Shayan's solution](#)

2099.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2017-01-02 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[Shayan's solution](#)

2100.

609E

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

Quality: 10,269 global accepts · Rating: 2100 · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Shayan's solution](#)

2101.

466E

[Information Graph](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 2100 · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Shayan's solution](#)

2102.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Shayan's solution](#)

2103.

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2016-12-28 · GNU C++11 (first AC) · Tags: geometry, ternary search

[Shayan's solution](#)

2104.

752E

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

Rating: 2100 · first AC: 2016-12-25 · last AC: 2016-12-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, two pointers

[Shayan's solution](#)

2105.

752D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, strings

[Shayan's solution](#)

2106.

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2016-12-24 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[Shayan's solution](#)

2107.

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-12-12 · GNU C++11 (first AC) · Tags: data structures, ternary search

[Shayan's solution](#)

2108.

12E

[Start of the session](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2100 · first AC: 2016-11-25 · GNU C++11 (first AC) · Tags: constructive algorithms

[Shayan's solution](#)

2109.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2016-11-18 · last AC: 2016-11-18 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[Shayan's solution](#)

2110.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Shayan's solution](#)

2111.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2016-11-03 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Shayan's solution](#)

2112.

103D

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

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2016-10-28 · last AC: 2016-10-28 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[Shayan's solution](#)

2113.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: data structures, dp, math

[Shayan's solution](#)

2114.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[Shayan's solution](#)

2115.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2016-09-03 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[Shayan's solution](#)

2116.

703D

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

Quality: 4,062 global accepts · Rating: 2100 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

2117.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,242 global accepts · Rating: 2100 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Shayan's solution](#)

2118.

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: dp, greedy

[Shayan's solution](#)

2119.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: binary search, data structures

[Shayan's solution](#)

2120.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: data structures, graphs

[Shayan's solution](#)

2121.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[Shayan's solution](#)

2122.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[Shayan's solution](#)

2123.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2016-05-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Shayan's solution](#)

2124.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,593 global accepts · Rating: 2100 · first AC: 2016-05-21 · last AC: 2016-05-21 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[Shayan's solution](#)

2125.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Shayan's solution](#)

2126.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

2127.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer

[Shayan's solution](#)

2128.

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2015-12-06 · GNU C++11 (first AC) · Tags: dp, greedy

[Shayan's solution](#)

2129.

132D

[Constants in the language of Shakespeare](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2100 · first AC: 2015-12-03 · last AC: 2015-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[Shayan's solution](#)

2130.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[Shayan's solution](#)

2131.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[Shayan's solution](#)

2132.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[Shayan's solution](#)

2133.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[Shayan's solution](#)

2134.

588D

[Duff in Beach](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

2135.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2015-10-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[Shayan's solution](#)

2136.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,920 global accepts · Rating: 2100 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Shayan's solution](#)

2137.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers

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2138.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[Shayan's solution](#)

2139.

322E

[Ciel the Commander](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-08-27 · GNU C++11 (first AC) · Tags: divide and conquer

[Shayan's solution](#)

2140.

549H

[Degenerate Matrix](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-08 · last AC: 2015-06-08 · GNU C++ (first AC) · Tags: binary search, math

[Shayan's solution](#)

2141.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[Shayan's solution](#)

2142.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Shayan's solution](#)

2143.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[Shayan's solution](#)

2144.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[Shayan's solution](#)

2145.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[Shayan's solution](#)

2146.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Shayan's solution](#)

2147.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Shayan's solution](#)

2148.

1303E

[Erase Subsequences](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Shayan's solution](#)

2149.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Shayan's solution](#)

2150.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Shayan's solution](#)

2151.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Shayan's solution](#)

2152.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Shayan's solution](#)

2153.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Shayan's solution](#)

2154.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Shayan's solution](#)

2155.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Shayan's solution](#)

2156.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Shayan's solution](#)

2157.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Shayan's solution](#)

2158.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[Shayan's solution](#)

2159.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[Shayan's solution](#)

2160.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Shayan's solution](#)

2161.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Shayan's solution](#)

2162.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2016-08-14 · last AC: 2019-05-22 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees

[Shayan's solution](#)

2163.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Shayan's solution](#)

2164.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2015-11-09 · last AC: 2019-05-08 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Shayan's solution](#)

2165.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Shayan's solution](#)

2166.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Shayan's solution](#)

2167.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[Shayan's solution](#)

2168.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Shayan's solution](#)

2169.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Shayan's solution](#)

2170.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Shayan's solution](#)

2171.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-03-03 · last AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Shayan's solution](#)

2172.

1117E

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

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[Shayan's solution](#)

2173.

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[Shayan's solution](#)

2174.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, shortest paths

[Shayan's solution](#)

2175.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Shayan's solution](#)

2176.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,675 global accepts · Rating: 2200 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Shayan's solution](#)

2177.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[Shayan's solution](#)

2178.

183C

[Cyclic Coloring](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2018-02-28 · GNU C++11 (first AC) · Tags: dfs and similar

[Shayan's solution](#)

2179.

305D

[Olya and Graph](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2200 · first AC: 2018-02-27 · GNU C++11 (first AC) · Tags: combinatorics, math

[Shayan's solution](#)

2180.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2018-02-26 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[Shayan's solution](#)

2181.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2200 · first AC: 2018-02-02 · last AC: 2018-02-03 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[Shayan's solution](#)

2182.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2018-01-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Shayan's solution](#)

2183.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2018-01-16 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[Shayan's solution](#)

2184.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Shayan's solution](#)

2185.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2017-12-30 · last AC: 2017-12-30 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Shayan's solution](#)

2186.

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[Shayan's solution](#)

2187.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Shayan's solution](#)

2188.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Shayan's solution](#)

2189.

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, strings

[Shayan's solution](#)

2190.

903D

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

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: data structures, math

[Shayan's solution](#)

2191.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[Shayan's solution](#)

2192.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[Shayan's solution](#)

2193.

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2017-10-17 · last AC: 2017-10-17 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Shayan's solution](#)

2194.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[Shayan's solution](#)

2195.

73D

[FreeDiv](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2200 · first AC: 2017-08-28 · last AC: 2017-08-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[Shayan's solution](#)

2196.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-08-19 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[Shayan's solution](#)

2197.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Shayan's solution](#)

2198.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: binary search, interactive

[Shayan's solution](#)

2199.

806C

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

Rating: 2200 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, greedy

[Shayan's solution](#)

2200.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[Shayan's solution](#)

2201.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[Shayan's solution](#)

2202.

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, graphs

[Shayan's solution](#)

2203.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2017-03-17 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Shayan's solution](#)

2204.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2017-03-17 · last AC: 2017-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Shayan's solution](#)

2205.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2017-03-17 · last AC: 2017-03-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Shayan's solution](#)

2206.

603C

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2017-03-16 · GNU C++11 (first AC) · Tags: games, math

[Shayan's solution](#)

2207.

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2017-03-14 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[Shayan's solution](#)

2208.

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: string suffix structures

[Shayan's solution](#)

2209.

353E

[Antichain](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2200 · first AC: 2017-03-04 · last AC: 2017-03-04 · GNU C++11 (first AC) · Tags: dp, graph matchings, greedy

[Shayan's solution](#)

2210.

387D

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

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: graph matchings

[Shayan's solution](#)

2211.

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: dp, strings

[Shayan's solution](#)

2212.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Shayan's solution](#)

2213.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Shayan's solution](#)

2214.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2017-02-17 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[Shayan's solution](#)

2215.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[Shayan's solution](#)

2216.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

2217.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2017-01-20 · last AC: 2017-01-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry

[Shayan's solution](#)

2218.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[Shayan's solution](#)

2219.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: binary search, greedy

[Shayan's solution](#)

2220.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2017-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Shayan's solution](#)

2221.

404E

[Maze 1D](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2200 · first AC: 2017-01-10 · last AC: 2017-01-10 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[Shayan's solution](#)

2222.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2017-01-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[Shayan's solution](#)

2223.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2017-01-08 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Shayan's solution](#)

2224.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,245 global accepts · Rating: 2200 · first AC: 2017-01-05 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

2225.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2017-01-05 · last AC: 2017-01-05 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[Shayan's solution](#)

2226.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2017-01-01 · last AC: 2017-01-01 · GNU C++11 (first AC) · Tags: binary search, data structures

[Shayan's solution](#)

2227.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2017-01-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Shayan's solution](#)

2228.

514E

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

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: dp, matrices

[Shayan's solution](#)

2229.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2016-12-27 · GNU C++11 (first AC) · Tags: binary search, data structures, trees

[Shayan's solution](#)

2230.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2016-12-24 · last AC: 2016-12-24 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[Shayan's solution](#)

2231.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2016-11-26 · GNU C++11 (first AC) · Tags: dsu, graphs, sortings, trees

[Shayan's solution](#)

2232.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2016-02-05 · last AC: 2016-11-21 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Shayan's solution](#)

2233.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2016-10-19 · last AC: 2016-10-19 · GNU C++11 (first AC) · Tags: dp, games

[Shayan's solution](#)

2234.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, sortings
[Shayan's solution](#)

2235.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,388 global accepts · Rating: 2200 · first AC: 2016-09-25 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs
[Shayan's solution](#)

2236.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2016-09-25 · GNU C++11 (first AC) · Tags: dp, sortings
[Shayan's solution](#)

2237.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings
[Shayan's solution](#)

2238.

256C

[Furlo and Rublo and Game](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: games
[Shayan's solution](#)

2239.

707D

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

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation
[Shayan's solution](#)

2240.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: data structures
[Shayan's solution](#)

2241.

618D

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

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees
[Shayan's solution](#)

2242.

658D

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

Rating: 2200 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: —
[Shayan's solution](#)

2243.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[Shayan's solution](#)

2244.

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: dp, greedy

[Shayan's solution](#)

2245.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, hashing, math

[Shayan's solution](#)

2246.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2016-07-28 · last AC: 2016-07-28 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[Shayan's solution](#)

2247.

506B

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Shayan's solution](#)

2248.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2016-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[Shayan's solution](#)

2249.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

2250.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[Shayan's solution](#)

2251.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: data structures, implementation

[Shayan's solution](#)

2252.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2016-05-28 · GNU C++11 (first AC) · Tags: greedy, math

[Shayan's solution](#)

2253.

664D

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Shayan's solution](#)

2254.

47D

[Safe](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2200 · first AC: 2016-05-22 · GNU C++11 (first AC) · Tags: brute force

[Shayan's solution](#)

2255.

42C

[Safe cracking](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2200 · first AC: 2016-05-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Shayan's solution](#)

2256.

281E

[Game on Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-05-18 · GNU C++11 (first AC) · Tags: math

[Shayan's solution](#)

2257.

645E

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

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Shayan's solution](#)

2258.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Shayan's solution](#)

2259.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-03-07 · last AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[Shayan's solution](#)

2260.

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-02-14 · GNU C++11 (first AC) · Tags: graphs, math

[Shayan's solution](#)

2261.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2015-12-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[Shayan's solution](#)

2262.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: data structures, trees

[Shayan's solution](#)

2263.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Shayan's solution](#)

2264.

7D

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2015-11-28 · last AC: 2015-11-28 · GNU C++11 (first AC) · Tags: hashing, strings

[Shayan's solution](#)

2265.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2015-09-05 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Shayan's solution](#)

2266.

554E

[Love Triangles](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-06-29 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[Shayan's solution](#)

2267.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-29 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[Shayan's solution](#)

2268.

549C

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

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-08 · GNU C++ (first AC) · Tags: games

[Shayan's solution](#)

2269.

548C

[Mike and Frog](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-06-02 · GNU C++ (first AC) · Tags: greedy, math, number theory

[Shayan's solution](#)

2270.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-27 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math

[Shayan's solution](#)

2271.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[Shayan's solution](#)

2272.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Shayan's solution](#)

2273.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Shayan's solution](#)

2274.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2017-05-28 · last AC: 2024-05-15 · GNU C++11 (first AC) · Tags: string suffix structures

[Shayan's solution](#)

2275.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[Shayan's solution](#)

2276.

772C

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

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2020-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[Shayan's solution](#)

2277.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[Shayan's solution](#)

2278.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[Shayan's solution](#)

2279.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-01 · last AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Shayan's solution](#)

2280.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, shortest paths

[Shayan's solution](#)

2281.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Shayan's solution](#)

2282.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[Shayan's solution](#)

2283.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Shayan's solution](#)

2284.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[Shayan's solution](#)

2285.

1239C

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

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

[Shayan's solution](#)

2286.

1236D

[Alice and the Doll](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Shayan's solution](#)

2287.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Shayan's solution](#)

2288.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

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2289.

1217E

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Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[Shayan's solution](#)

2290.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy

[Shayan's solution](#)

2291.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[Shayan's solution](#)

2292.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Shayan's solution](#)

2293.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Shayan's solution](#)

2294.

1101G

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

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[Shayan's solution](#)

2295.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Shayan's solution](#)

2296.

1086C

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

Rating: 2300 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Shayan's solution](#)

2297.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[Shayan's solution](#)

2298.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[Shayan's solution](#)

2299.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Shayan's solution](#)

2300.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 2300 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Shayan's solution](#)

2301.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2018-03-05 · GNU C++11 (first AC) · Tags: data structures, implementation

[Shayan's solution](#)

2302.

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: data structures, math

[Shayan's solution](#)

2303.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2018-02-21 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Shayan's solution](#)

2304.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2017-08-25 · last AC: 2018-01-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math

[Shayan's solution](#)

2305.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2018-01-16 · GNU C++11 (first AC) · Tags: graphs, hashing, sortings

[Shayan's solution](#)

2306.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: math, number theory

[Shayan's solution](#)

2307.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[Shayan's solution](#)

2308.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2017-12-22 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[Shayan's solution](#)

2309.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: flows

[Shayan's solution](#)

2310.

901C

[Bipartite Segments](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[Shayan's solution](#)

2311.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[Shayan's solution](#)

2312.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[Shayan's solution](#)

2313.

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Shayan's solution](#)

2314.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2017-08-31 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[Shayan's solution](#)

2315.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2017-05-20 · last AC: 2017-08-30 · GNU C++11 (first AC) · Tags: data structures, dp, dsu

[Shayan's solution](#)

2316.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2017-08-17 · last AC: 2017-08-17 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

2317.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2017-08-03 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[Shayan's solution](#)

2318.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2017-08-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees

[Shayan's solution](#)

2319.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2017-07-27 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Shayan's solution](#)

2320.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[Shayan's solution](#)

2321.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2017-05-18 · last AC: 2017-05-18 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing

[Shayan's solution](#)

2322.

803G

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

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2017-05-16 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

2323.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, ternary search

[Shayan's solution](#)

2324.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: dp, strings

[Shayan's solution](#)

2325.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2017-05-06 · last AC: 2017-05-06 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[Shayan's solution](#)

2326.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2017-05-05 · last AC: 2017-05-05 · GNU C++11 (first AC) · Tags: string suffix structures

[Shayan's solution](#)

2327.

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2017-05-02 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[Shayan's solution](#)

2328.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2017-04-30 · last AC: 2017-04-30 · GNU C++11 (first AC) · Tags: data structures, dp,

greedy

[Shayan's solution](#)

2329.

793C

[Mice problem](#) · [Tutorial](#)

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

[Shayan's solution](#)

2330.

800C

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

Rating: 2300 · first AC: 2017-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Shayan's solution](#)

2331.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2017-04-07 · GNU C++11 (first AC) · Tags: dp, games

[Shayan's solution](#)

2332.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2017-02-28 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Shayan's solution](#)

2333.

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2017-02-18 · last AC: 2017-02-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[Shayan's solution](#)

2334.

385E

[Bear in the Field](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2300 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: math, matrices

[Shayan's solution](#)

2335.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2017-02-15 · GNU C++11 (first AC) · Tags: dp, trees

[Shayan's solution](#)

2336.

46F

[Hercule Poirot Problem](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2300 · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: dsu, graphs

[Shayan's solution](#)

2337.

549B

[Lookserly Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2017-01-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Shayan's solution](#)

2338.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2017-01-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Shayan's solution](#)

2339.

677E

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

Quality: 755 global accepts · Rating: 2300 · first AC: 2016-12-27 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation
[Shayan's solution](#)

2340.

488E

[Prefix Product Sequence](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[Shayan's solution](#)

2341.

752F

[Santa Clauses and a Soccer Championship](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: trees
[Shayan's solution](#)

2342.

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2016-12-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
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2343.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: dp, math
[Shayan's solution](#)

2344.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2016-10-30 · last AC: 2016-10-30 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation
[Shayan's solution](#)

2345.

715B

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

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

2346.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: string suffix structures, strings
[Shayan's solution](#)

2347.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees
[Shayan's solution](#)

2348.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees
[Shayan's solution](#)

2349.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[Shayan's solution](#)

2350.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2016-08-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[Shayan's solution](#)

2351.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2016-08-06 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Shayan's solution](#)

2352.

660E

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

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: combinatorics, math

[Shayan's solution](#)

2353.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[Shayan's solution](#)

2354.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2016-07-16 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[Shayan's solution](#)

2355.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2016-07-04 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[Shayan's solution](#)

2356.

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2016-06-16 · GNU C++11 (first AC) · Tags: data structures, math

[Shayan's solution](#)

2357.

677D

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

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, shortest paths

[Shayan's solution](#)

2358.

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[Shayan's solution](#)

2359.

42D

[Strange town](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 2300 · first AC: 2016-05-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Shayan's solution](#)

2360.

601C

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

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2016-05-21 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Shayan's solution](#)

2361.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2016-05-19 · last AC: 2016-05-19 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Shayan's solution](#)

2362.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Shayan's solution](#)

2363.

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2016-03-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, greedy

[Shayan's solution](#)

2364.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: dp, trees

[Shayan's solution](#)

2365.

43E

[Race](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2300 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: brute force, implementation, two pointers

[Shayan's solution](#)

2366.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

2367.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Shayan's solution](#)

2368.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Shayan's solution](#)

2369.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

2370.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2015-12-13 · GNU C++11 (first AC) · Tags: brute force, dp

[Shayan's solution](#)

2371.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2015-12-11 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, two pointers

[Shayan's solution](#)

2372.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

2373.

414D

[Mashmikh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2015-11-12 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[Shayan's solution](#)

2374.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: dp, trees

[Shayan's solution](#)

2375.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[Shayan's solution](#)

2376.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Shayan's solution](#)

2377.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Shayan's solution](#)

2378.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive

[Shayan's solution](#)

2379.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Shayan's solution](#)

2380.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2018-03-03 · last AC: 2020-04-23 · GNU C++11 (first AC) · Tags: binary search, graphs

[Shayan's solution](#)

2381.

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Shayan's solution](#)

2382.

1132G

[Greedy Subsequences](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Shayan's solution](#)

2383.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Shayan's solution](#)

2384.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Shayan's solution](#)

2385.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Shayan's solution](#)

2386.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Shayan's solution](#)

2387.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Shayan's solution](#)

2388.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Shayan's solution](#)

2389.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Shayan's solution](#)

2390.

1237E

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

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Shayan's solution](#)

2391.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Shayan's solution](#)

2392.

1229C

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

Rating: 2400 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[Shayan's solution](#)

2393.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[Shayan's solution](#)

2394.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Shayan's solution](#)

2395.

1186F

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

Quality: 997 global accepts · Rating: 2400 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[Shayan's solution](#)

2396.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[Shayan's solution](#)

2397.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2019-04-30 · last AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Shayan's solution](#)

2398.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[Shayan's solution](#)

2399.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Shayan's solution](#)

2400.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[Shayan's solution](#)

2401.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Shayan's solution](#)

2402.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Shayan's solution](#)

2403.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2018-12-29 · last AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft

[Shayan's solution](#)

2404.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Shayan's solution](#)

2405.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Shayan's solution](#)

2406.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[Shayan's solution](#)

2407.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[Shayan's solution](#)

2408.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Shayan's solution](#)

2409.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, trees

[Shayan's solution](#)

2410.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, sortings

[Shayan's solution](#)

2411.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[Shayan's solution](#)

2412.

1074D

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

Rating: 2400 · first AC: 2018-11-08 · last AC: 2018-11-08 · GNU C++11 (first AC) · Tags: data structures, dsu, hashing

[Shayan's solution](#)

2413.

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2018-02-09 · last AC: 2018-03-11 · GNU C++11 (first AC) · Tags: flows, graphs

[Shayan's solution](#)

2414.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: bitmasks, graph matchings, graphs

[Shayan's solution](#)

2415.

359E

[Neatness](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2400 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar

[Shayan's solution](#)

2416.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2018-02-07 · last AC: 2018-02-07 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[Shayan's solution](#)

2417.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[Shayan's solution](#)

2418.

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2018-01-28 · GNU C++11 (first AC) · Tags: games, math

[Shayan's solution](#)

2419.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2017-12-12 · last AC: 2018-01-17 · GNU C++11 (first AC) · Tags: data structures, dsu, string suffix structures, strings

[Shayan's solution](#)

2420.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[Shayan's solution](#)

2421.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-10 · last AC: 2018-01-10 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths

[Shayan's solution](#)

2422.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: graphs, greedy, implementation

[Shayan's solution](#)

2423.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs

[Shayan's solution](#)

2424.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: dp, math

[Shayan's solution](#)

2425.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2017-10-03 · last AC: 2017-11-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[Shayan's solution](#)

2426.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[Shayan's solution](#)

2427.

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees

[Shayan's solution](#)

2428.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[Shayan's solution](#)

2429.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2017-08-26 · GNU C++11 (first AC) · Tags: binary search, data structures

[Shayan's solution](#)

2430.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2017-08-17 · last AC: 2017-08-17 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

2431.

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2017-07-19 · GNU C++11 (first AC) · Tags: dp, hashing, string suffix structures, strings

[Shayan's solution](#)

2432.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2017-05-18 · last AC: 2017-05-19 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[Shayan's solution](#)

2433.

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2017-05-17 · last AC: 2017-05-17 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Shayan's solution](#)

2434.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[Shayan's solution](#)

2435.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing

[Shayan's solution](#)

2436.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2017-04-30 · last AC: 2017-04-30 · GNU C++11 (first AC) · Tags: dp, trees, two pointers

[Shayan's solution](#)

2437.

781D

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

Rating: 2400 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[Shayan's solution](#)

2438.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2017-02-17 · last AC: 2017-02-27 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

2439.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2017-02-25 · GNU C++11 (first AC) · Tags: data structures, dp

[Shayan's solution](#)

2440.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2400 · first AC: 2017-02-17 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

2441.

758F

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

Quality: 713 global accepts · Rating: 2400 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Shayan's solution](#)

2442.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Shayan's solution](#)

2443.

513G2

[Inversions problem](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2400 · first AC: 2016-12-02 · last AC: 2017-01-10 · GNU C++11 (first AC) · Tags: dp, probabilities

[Shayan's solution](#)

2444.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2017-01-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Shayan's solution](#)

2445.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 2400 · first AC: 2017-01-02 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

2446.

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2016-12-24 · last AC: 2016-12-24 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

2447.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2400 · first AC: 2016-12-24 · last AC: 2016-12-24 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

2448.

749E

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

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: data structures, probabilities

[Shayan's solution](#)

2449.

29E

[Quarrel](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2400 · first AC: 2016-12-18 · last AC: 2016-12-18 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Shayan's solution](#)

2450.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2016-11-25 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Shayan's solution](#)

2451.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2016-11-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[Shayan's solution](#)

2452.

220E

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

Quality: 1,715 global accepts · Rating: 2400 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: data structures, two pointers

[Shayan's solution](#)

2453.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2016-11-08 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Shayan's solution](#)

2454.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: dp, implementation

[Shayan's solution](#)

2455.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2016-10-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Shayan's solution](#)

2456.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Shayan's solution](#)

2457.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-08-03 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation

[Shayan's solution](#)

2458.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[Shayan's solution](#)

2459.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2016-07-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Shayan's solution](#)

2460.

354B

[Game with Strings](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2400 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[Shayan's solution](#)

2461.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[Shayan's solution](#)

2462.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2016-06-19 · GNU C++11 (first AC) · Tags: data structures, sortings

[Shayan's solution](#)

2463.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Shayan's solution](#)

2464.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

2465.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2015-12-28 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

2466.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2015-12-16 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[Shayan's solution](#)

2467.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2015-12-13 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[Shayan's solution](#)

2468.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[Shayan's solution](#)

2469.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Shayan's solution](#)

2470.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Shayan's solution](#)

2471.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[Shayan's solution](#)

2472.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[Shayan's solution](#)

2473.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Shayan's solution](#)

2474.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Shayan's solution](#)

2475.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[Shayan's solution](#)

2476.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Shayan's solution](#)

2477.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Shayan's solution](#)

2478.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Shayan's solution](#)

2479.

1209E2

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

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Shayan's solution](#)

2480.

1186E

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2019-07-07 · last AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, implementation, math

[Shayan's solution](#)

2481.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Shayan's solution](#)

2482.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Shayan's solution](#)

2483.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[Shayan's solution](#)

2484.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Shayan's solution](#)

2485.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Shayan's solution](#)

2486.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Shayan's solution](#)

2487.

1086D

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

Rating: 2500 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Shayan's solution](#)

2488.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2018-12-20 · last AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Shayan's solution](#)

2489.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[Shayan's solution](#)

2490.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Shayan's solution](#)

2491.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-11-01 · last AC: 2018-11-01 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Shayan's solution](#)

2492.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: data structures, greedy

[Shayan's solution](#)

2493.

645F

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

Quality: 970 global accepts · Rating: 2500 · first AC: 2018-02-28 · last AC: 2018-02-28 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Shayan's solution](#)

2494.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2018-02-27 · last AC: 2018-02-27 · GNU C++11 (first AC) · Tags: data structures, geometry

[Shayan's solution](#)

2495.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2018-02-21 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[Shayan's solution](#)

2496.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[Shayan's solution](#)

2497.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[Shayan's solution](#)

2498.

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2018-02-08 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

2499.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2018-01-18 · last AC: 2018-01-18 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures

[Shayan's solution](#)

2500.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[Shayan's solution](#)

2501.

363E

[Two Circles](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2500 · first AC: 2017-10-18 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Shayan's solution](#)

2502.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-10-16 · last AC: 2017-10-16 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, number theory

[Shayan's solution](#)

2503.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[Shayan's solution](#)

2504.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[Shayan's solution](#)

2505.

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

[Shayan's solution](#)

2506.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2017-08-30 · last AC: 2017-08-30 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Shayan's solution](#)

2507.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Shayan's solution](#)

2508.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: data structures, probabilities

[Shayan's solution](#)

2509.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

2510.

101E

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

Quality: 604 global accepts · Rating: 2500 · first AC: 2017-08-04 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[Shayan's solution](#)

2511.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2017-07-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Shayan's solution](#)

2512.

166D

[Shoe Store](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2017-07-09 · GNU C++11 (first AC) · Tags: dp, graph matchings, greedy, sortings, two pointers

[Shayan's solution](#)

2513.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-05-12 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[Shayan's solution](#)

2514.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Shayan's solution](#)

2515.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[Shayan's solution](#)

2516.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2017-04-30 · GNU C++11 (first AC) · Tags: dp, matrices

[Shayan's solution](#)

2517.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2017-03-31 · last AC: 2017-03-31 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Shayan's solution](#)

2518.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

2519.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2017-03-16 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[Shayan's solution](#)

2520.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2017-03-09 · GNU C++11 (first AC) · Tags: combinatorics, strings

[Shayan's solution](#)

2521.

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures

[Shayan's solution](#)

2522.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2017-01-03 · GNU C++11 (first AC) · Tags: brute force, data structures

[Shayan's solution](#)

2523.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2017-01-01 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[Shayan's solution](#)

2524.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: hashing, strings

[Shayan's solution](#)

2525.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: dp, dsu, graphs

[Shayan's solution](#)

2526.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2016-12-02 · GNU C++11 (first AC) · Tags: data structures, number theory

[Shayan's solution](#)

2527.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2016-11-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[Shayan's solution](#)

2528.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2016-11-16 · last AC: 2016-11-16 · GNU C++11 (first AC) · Tags: data structures, strings

[Shayan's solution](#)

2529.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[Shayan's solution](#)

2530.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: data structures, implementation

[Shayan's solution](#)

2531.

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Shayan's solution](#)

2532.

370E

[Summer Reading](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2500 · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: dp, greedy

[Shayan's solution](#)

2533.

435E

[Special Graph](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 2500 · first AC: 2016-06-16 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

2534.

295E

[Yaroslav and Points](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2500 · first AC: 2016-06-10 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

2535.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2016-06-10 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[Shayan's solution](#)

2536.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2016-06-05 · GNU C++11 (first AC) · Tags: data structures, greedy

[Shayan's solution](#)

2537.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2016-03-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, probabilities, trees

[Shayan's solution](#)

2538.

501E

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

Quality: 951 global accepts · Rating: 2500 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: binary search, combinatorics, implementation

[Shayan's solution](#)

2539.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Shayan's solution](#)

2540.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2016-01-06 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Shayan's solution](#)

2541.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Shayan's solution](#)

2542.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[Shayan's solution](#)

2543.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive, math

[Shayan's solution](#)

2544.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[Shayan's solution](#)

2545.

1237F

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

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Shayan's solution](#)

2546.

1240D

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

Rating: 2600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Shayan's solution](#)

2547.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2019-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[Shayan's solution](#)

2548.

1209F

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

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Shayan's solution](#)

2549.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Shayan's solution](#)

2550.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[Shayan's solution](#)

2551.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2019-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[Shayan's solution](#)

2552.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Shayan's solution](#)

2553.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: constructive algorithms

[Shayan's solution](#)

2554.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2018-03-11 · last AC: 2018-03-11 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[Shayan's solution](#)

2555.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

2556.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2018-01-30 · GNU C++11 (first AC) · Tags: data structures, trees

[Shayan's solution](#)

2557.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2018-01-18 · last AC: 2018-01-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Shayan's solution](#)

2558.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2017-09-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Shayan's solution](#)

2559.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2017-07-06 · last AC: 2017-08-30 · GNU C++11 (first AC) · Tags: 2-sat, greedy

[Shayan's solution](#)

2560.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2017-08-27 · GNU C++11 (first AC) · Tags: data structures, greedy

[Shayan's solution](#)

2561.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2017-08-04 · GNU C++11 (first AC) · Tags: data structures, sortings

[Shayan's solution](#)

2562.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2017-08-04 · GNU C++11 (first AC) · Tags: data structures, math

[Shayan's solution](#)

2563.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2017-05-08 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[Shayan's solution](#)

2564.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2017-05-02 · GNU C++11 (first AC) · Tags: dp, probabilities

[Shayan's solution](#)

2565.

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2017-05-01 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[Shayan's solution](#)

2566.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2017-04-15 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[Shayan's solution](#)

2567.

382E

[Ksenia and Combinatorics](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2600 · first AC: 2017-03-09 · last AC: 2017-03-09 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Shayan's solution](#)

2568.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2017-02-19 · last AC: 2017-02-27 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[Shayan's solution](#)

2569.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2017-02-25 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

2570.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: greedy

[Shayan's solution](#)

2571.

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Shayan's solution](#)

2572.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[Shayan's solution](#)

2573.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2016-12-22 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[Shayan's solution](#)

2574.

741C

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

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

[Shayan's solution](#)

2575.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2016-11-19 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Shayan's solution](#)

2576.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths

[Shayan's solution](#)

2577.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: bitmasks, dp, trees

[Shayan's solution](#)

2578.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2600 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Shayan's solution](#)

2579.

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2016-07-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, probabilities

[Shayan's solution](#)

2580.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2016-06-26 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[Shayan's solution](#)

2581.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2016-06-06 · GNU C++11 (first AC) · Tags: data structures, trees

[Shayan's solution](#)

2582.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2016-05-13 · GNU C++11 (first AC) · Tags: dp, strings

[Shayan's solution](#)

2583.

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: dp, graphs

[Shayan's solution](#)

2584.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Shayan's solution](#)

2585.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,385 global accepts · Rating: 2600 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Shayan's solution](#)

2586.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[Shayan's solution](#)

2587.

152D

[Frames](#) · [Tutorial](#)

Quality: 257 global accepts · Rating: 2600 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force

[Shayan's solution](#)

2588.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2016-02-14 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Shayan's solution](#)

2589.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2016-02-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Shayan's solution](#)

2590.

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2015-12-29 · GNU C++11 (first AC) · Tags: binary search, dsu, geometry, graphs, sortings

[Shayan's solution](#)

2591.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Shayan's solution](#)

2592.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-01-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[Shayan's solution](#)

2593.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Shayan's solution](#)

2594.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2019-12-16 · last AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[Shayan's solution](#)

2595.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Shayan's solution](#)

2596.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Shayan's solution](#)

2597.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Shayan's solution](#)

2598.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[Shayan's solution](#)

2599.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs

[Shayan's solution](#)

2600.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2018-03-07 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[Shayan's solution](#)

2601.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2018-02-28 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[Shayan's solution](#)

2602.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2018-02-27 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Shayan's solution](#)

2603.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[Shayan's solution](#)

2604.

76C

[Mutation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2700 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: bitmasks, dp, math

[Shayan's solution](#)

2605.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2016-11-16 · last AC: 2018-02-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[Shayan's solution](#)

2606.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2017-12-25 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[Shayan's solution](#)

2607.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2017-08-27 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

2608.

834E

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-08-19 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

2609.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[Shayan's solution](#)

2610.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2017-05-01 · last AC: 2017-05-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[Shayan's solution](#)

2611.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2017-03-07 · last AC: 2017-03-09 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, hashing

[Shayan's solution](#)

2612.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2017-02-21 · last AC: 2017-03-04 · GNU C++11 (first AC) · Tags: dp, matrices

[Shayan's solution](#)

2613.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2017-02-27 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Shayan's solution](#)

2614.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2017-02-26 · last AC: 2017-02-26 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

2615.

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2017-01-10 · last AC: 2017-01-11 · GNU C++11 (first AC) · Tags: binary search, dsu, trees

[Shayan's solution](#)

2616.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2017-01-02 · last AC: 2017-01-02 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

2617.

457D

[Bingo!](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2700 · first AC: 2016-12-19 · last AC: 2016-12-19 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[Shayan's solution](#)

2618.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2016-11-08 · GNU C++11 (first AC) · Tags: brute force, combinatorics

[Shayan's solution](#)

2619.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: data structures, dsu

[Shayan's solution](#)

2620.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2016-08-30 · last AC: 2016-08-30 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

2621.

477D

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

Quality: 593 global accepts · Rating: 2700 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: dp, strings

[Shayan's solution](#)

2622.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Shayan's solution](#)

2623.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Shayan's solution](#)

2624.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, implementation

[Shayan's solution](#)

2625.

436D

[Pudding Monsters](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2800 · first AC: 2020-06-10 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

2626.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[Shayan's solution](#)

2627.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Shayan's solution](#)

2628.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Shayan's solution](#)

2629.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Shayan's solution](#)

2630.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2018-11-01 · last AC: 2018-11-01 · GNU C++11 (first AC) · Tags: dp, graph matchings, math, trees

[Shayan's solution](#)

2631.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2018-02-22 · last AC: 2018-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms, fft, math

[Shayan's solution](#)

2632.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2018-02-27 · GNU C++11 (first AC) · Tags: greedy

[Shayan's solution](#)

2633.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2018-01-24 · last AC: 2018-01-26 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

2634.

913F

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

Quality: 771 global accepts · Rating: 2800 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: dp, graphs, math, probabilities

[Shayan's solution](#)

2635.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2018-01-04 · last AC: 2018-01-05 · GNU C++11 (first AC) · Tags: dp, math

[Shayan's solution](#)

2636.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2017-08-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Shayan's solution](#)

2637.

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2017-08-04 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Shayan's solution](#)

2638.

196D

[The Next Good String](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2800 · first AC: 2017-08-03 · last AC: 2017-08-03 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, strings

[Shayan's solution](#)

2639.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2017-08-02 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

2640.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2017-08-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Shayan's solution](#)

2641.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2017-07-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, trees

[Shayan's solution](#)

2642.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2015-09-13 · last AC: 2017-02-04 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

2643.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2017-01-10 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[Shayan's solution](#)

2644.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2016-11-18 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[Shayan's solution](#)

2645.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2016-11-15 · last AC: 2016-11-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu,

trees, two pointers

[Shayan's solution](#)

2646.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2016-08-06 · GNU C++11 (first AC) · Tags: graphs

[Shayan's solution](#)

2647.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2016-06-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[Shayan's solution](#)

2648.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2016-05-23 · GNU C++11 (first AC) · Tags: data structures, number theory

[Shayan's solution](#)

2649.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Shayan's solution](#)

2650.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Shayan's solution](#)

2651.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Shayan's solution](#)

2652.

815E

[Karen and Neighborhood](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 2900 · first AC: 2019-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation

[Shayan's solution](#)

2653.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp

[Shayan's solution](#)

2654.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Shayan's solution](#)

2655.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Shayan's solution](#)

2656.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2018-11-11 · last AC: 2018-11-11 · GNU C++11 (first AC) · Tags: strings, trees

[Shayan's solution](#)

2657.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: brute force, math, probabilities

[Shayan's solution](#)

2658.

183E

[Candy Shop](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 2900 · first AC: 2017-08-28 · GNU C++11 (first AC) · Tags: greedy

[Shayan's solution](#)

2659.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2017-08-25 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[Shayan's solution](#)

2660.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2017-08-01 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Shayan's solution](#)

2661.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2017-05-08 · GNU C++11 (first AC) · Tags: binary search, greedy

[Shayan's solution](#)

2662.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Shayan's solution](#)

2663.

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2016-08-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Shayan's solution](#)

2664.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu

[Shayan's solution](#)

2665.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: dp, games

[Shayan's solution](#)

2666.

674F

[Bears and Juice](#) · [Tutorial](#)

Rating: 2900 · first AC: 2016-05-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, meet-in-the-middle

[Shayan's solution](#)

2667.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Shayan's solution](#)

2668.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[Shayan's solution](#)

2669.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2016-12-15 · last AC: 2017-07-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Shayan's solution](#)

2670.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: dp, matrices

[Shayan's solution](#)

2671.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2016-06-21 · GNU C++11 (first AC) · Tags: graphs

[Shayan's solution](#)

2672.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2017-08-02 · last AC: 2017-08-02 · GNU C++11 (first AC) · Tags: 2-sat, binary search

[Shayan's solution](#)

2673.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2016-12-15 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

2674.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2016-06-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Shayan's solution](#)

2675.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Shayan's solution](#)

2676.

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Shayan's solution](#)

2677.

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 3200 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

2678.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[Shayan's solution](#)

2679.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2018-02-26 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[Shayan's solution](#)

2680.

865E

[Hex Dyslexia](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3300 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs

[Shayan's solution](#)

2681.

1329E

[Dreamoon Loves AA](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3300 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: binary search, greedy

[Shayan's solution](#)

2682.

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Shayan's solution](#)

2683.

1242D

[Number Discovery](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2019-11-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[Shayan's solution](#)

2684.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2020-07-24 · last AC: 2020-07-25 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[Shayan's solution](#)

2685.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[Shayan's solution](#)

2686.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2020-07-07 · last AC: 2020-07-09 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

2687.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-07-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Shayan's solution](#)

2688.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Shayan's solution](#)

2689.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2690.

101221B

[Buffed Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Shayan's solution](#)

2691.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Shayan's solution](#)

2692.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Shayan's solution](#)

2693.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Shayan's solution](#)

2694.

101242B

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

Rating: — · first AC: 2024-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Shayan's solution](#)

2695.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Shayan's solution](#)

2696.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Shayan's solution](#)

2697.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · PyPy 3-64 (first AC) · Tags: —

[Shayan's solution](#)

2698.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shayan's solution](#)

2699.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shayan's solution](#)

2700.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shayan's solution](#)

2701.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shayan's solution](#)

2702.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Shayan's solution](#)

2703.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shayan's solution](#)

2704.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shayan's solution](#)

2705.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2706.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shayan's solution](#)

2707.

105053B

[Beating the Record](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shayan's solution](#)

2708.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Shayan's solution](#)

2709.

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shayan's solution](#)

2710.

105053F

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

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shayan's solution](#)

2711.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2712.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shayan's solution](#)

2713.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shayan's solution](#)

2714.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Shayan's solution](#)

2715.

104596A

[Retribution!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2716.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2717.

104757H

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

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shayan's solution](#)

2718.

104757L

[A \(Fast\) Walk in the Woods](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shayan's solution](#)

2719.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shayan's solution](#)

2720.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shayan's solution](#)

2721.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shayan's solution](#)

2722.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · PyPy 3-64 (first AC) · Tags: —

[Shayan's solution](#)

2723.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shayan's solution](#)

2724.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · PyPy 3-64 (first AC) · Tags: —

[Shayan's solution](#)

2725.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shayan's solution](#)

2726.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Shayan's solution](#)

2727.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2728.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2729.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2730.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2731.

103102I

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

Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2732.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2733.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2734.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2735.

102423C

[Elven Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2736.

102423K

[Windmill Pivot](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2737.

102423B

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2738.

102423F

[Interstellar Travel](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2739.

102423E

[Fixed Point Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2740.

102423J

[One of Each](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2741.

102423D

[Swap Free](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2742.

102423I

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2743.

102423A

[Carryless Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2744.

102423G

[Jumping Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2745.

102423H

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

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2746.

103388L

[Listing Passwords](#) · [Tutorial](#)

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

[Shayan's solution](#)

2747.

103388J

[Just Bootfall](#) · [Tutorial](#)

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

[Shayan's solution](#)

2748.

103388B

[Beautiful Words](#) · [Tutorial](#)

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

[Shayan's solution](#)

2749.

103388G

[Getting in Shape](#) · [Tutorial](#)

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

[Shayan's solution](#)

2750.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

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

[Shayan's solution](#)

2751.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2752.

103388E

[Escalator](#) · [Tutorial](#)

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

[Shayan's solution](#)

2753.

103388C

[Creating Multiples](#) · [Tutorial](#)

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

[Shayan's solution](#)

2754.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2755.

103388H

[Handling the Blocks](#) · [Tutorial](#)

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

[Shayan's solution](#)

2756.

102861J

[Collecting Data](#) · [Tutorial](#)

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

[Shayan's solution](#)

2757.

102861D

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

Rating: — · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Shayan's solution](#)

2758.

1028610

[Venusian Shuttle](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2759.

102861C

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

Rating: — · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Shayan's solution](#)

2760.

102861N

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

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

[Shayan's solution](#)

2761.

102861K

[Between Us](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Shayan's solution](#)

2762.

102861M

[Machine Gun](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Shayan's solution](#)

2763.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2764.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Shayan's solution](#)

2765.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2766.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Shayan's solution](#)

2767.

102861F

[Fastminton](#) · [Tutorial](#)

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

[Shayan's solution](#)

2768.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2769.

102861G

[Game Show!](#) · [Tutorial](#)

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

[Shayan's solution](#)

2770.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Shayan's solution](#)

2771.

101398D

[Digital Clock](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2772.

101398A

[Admiral](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2773.

101398E

[Edge Case](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2774.

101398K

[Key Insight](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2775.

101398I

[Idol](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2776.

101398J

[Joint Venture](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2777.

102222K

[Vertex Covers](#) · [Tutorial](#)

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

[Shayan's solution](#)

2778.

102222E

[2-3-4 Tree](#) · [Tutorial](#)

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

[Shayan's solution](#)

2779.

102222B

[Rolling The Polygon](#) · [Tutorial](#)

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

[Shayan's solution](#)

2780.

102222D

[Take Your Seat](#) · [Tutorial](#)

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

[Shayan's solution](#)

2781.

102222H

[Fight Against Monsters](#) · [Tutorial](#)

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

[Shayan's solution](#)

2782.

102222L

[Continuous Intervals](#) · [Tutorial](#)

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

[Shayan's solution](#)

2783.

102222C

[Caesar Cipher](#) · [Tutorial](#)

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

[Shayan's solution](#)

2784.

102222F

[Moving On](#) · [Tutorial](#)

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

[Shayan's solution](#)

2785.

102222A

[Maximum Element In A Stack](#) · [Tutorial](#)

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

[Shayan's solution](#)

2786.

101986K

[Counting Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2787.

102428F

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

Rating: — · first AC: 2019-11-29 · last AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2788.

101401E

[Roads \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2789.

101401I

[Data Structures Exam \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2790.

101401C

[Smiley Faces \(C\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2791.

101401J

[Jackaroo](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2792.

101401G

[Balloons \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2793.

101401D

[Roads \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2794.

101401F

[Balloons \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2795.

101401H

[Data Structures Exam \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2796.

101401B

[Smiley Faces \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2797.

101401A

[Smiley Faces \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2798.

102346F

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

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2799.

102346K

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

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2800.

102346I

[Interplanetary](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2801.

102346J

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

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2802.

102346G

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

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2803.

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2804.

102346A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2805.

102346L

[Less Coin Tosses](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2806.

102346M

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

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2807.

102346H

[Hour for a Run](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2808.

102346B

[Buffoon](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2809.

102428J

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

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2810.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2811.

102428A

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

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2812.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2813.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2814.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2815.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2816.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2817.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2818.

100531J

[Joy of Flight](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

2819.

100531I

[Instruction](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

2820.

100531K

[Kebab House](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

2821.

100531B

[Buffcraft](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

2822.

100531G

[Grave](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

2823.

100531D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

2824.

100531A

[Alarm Clock](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

2825.

100792L

[Locomotive](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2826.

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2827.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2828.

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2829.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2830.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2831.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2832.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2833.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2834.

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2835.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2836.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2837.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2838.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2839.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2840.

101741J

[Subsequence Sum Queries](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2841.

101741K

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

Rating: — · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2842.

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2843.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2844.

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2845.

102035F

[Who has a better strategy ?](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2846.

102035C

[Apple Shops](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2847.

102035G

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2848.

102035L

[Scientist Ayoub \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2849.

102035H

[Zuhair and the Dag](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2850.

102035I

[Abu Tahun Mod problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2851.

102035J

[Negative effect](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2852.

102035B

[Mahmoud the Thief](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2853.

102035K

[Scientest Ayoub \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2854.

102035M

[Ahmad Jaber Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2855.

102035E

[New Max](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2856.

102035D

[Coach Ayoub](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2857.

102035A

[N integers](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2858.

101611B

[Byteland Trip](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2859.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2860.

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2861.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2862.

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2863.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2864.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2865.

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2866.

101485B

[Better Productivity](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2867.

101485C

[Cleaning Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2868.

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2869.

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2870.

101485K

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

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2871.

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2872.

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2873.

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2874.

101485J

[Jumbled Communication](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2875.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2876.

101194F

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

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2877.

101194A

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

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2878.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · PyPy 3 (first AC) · Tags: —

[Shayan's solution](#)

2879.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2880.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2881.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2882.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2883.

101987I

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2884.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2885.

101987J

[Starwars](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2886.

101987B

[Cosmetic Survey](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2887.

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2888.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2889.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2890.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2891.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2892.

101490G

[Manhattan Positioning System](#) · [Tutorial](#)

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

[Shayan's solution](#)

2893.

101490D

[Bridge Automation](#) · [Tutorial](#)

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

[Shayan's solution](#)

2894.

101490K

[Safe Racing](#) · [Tutorial](#)

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

[Shayan's solution](#)

2895.

101490E

[Charles in Charge](#) · [Tutorial](#)

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

[Shayan's solution](#)

2896.

101490J

[Programming Tutors](#) · [Tutorial](#)

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

[Shayan's solution](#)

2897.

101490C

[Brexit](#) · [Tutorial](#)

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

[Shayan's solution](#)

2898.

101490B

[Battle Simulation](#) · [Tutorial](#)

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

[Shayan's solution](#)

2899.

101490I

[Older Brother](#) · [Tutorial](#)

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

[Shayan's solution](#)

2900.

101490L

[Sticky Situation](#) · [Tutorial](#)

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

[Shayan's solution](#)

2901.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2902.

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2903.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2904.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2905.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2906.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2907.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2908.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2909.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2910.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2911.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2912.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2913.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2914.

100827D

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2915.

100827F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2916.

100827K

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2917.

100827G

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2918.

100827I

[Salary Inequity](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2919.

100827E

[Hill Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2920.

100827H

[Pushups](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2921.

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2922.

100827L

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2923.

101655I

[Interstellar Trade](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2924.

101655D

[Delta Quadrant](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2925.

101655C

[Crusher's Code](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2926.

101655B

[Bones's Battery](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2927.

101655L

[Languages](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2928.

101655E

[Enterprising Escape](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2929.

101655G

[Generations of Tribbles](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2930.

101655F

[Federation Favorites](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2931.

101655A

[Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2932.

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2933.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2934.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2935.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2936.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2937.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shayan's solution](#)

2938.

100917F

[Find the Length](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · last AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2939.

396B

[On Sum of Fractions](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: — · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: math, number theory

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2940.

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Rating: — · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: —

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2941.

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2942.

100032J

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2943.

100032L

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2944.

100032A

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Rating: — · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: —

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2945.

398D

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Quality: 1,272 global accepts · Rating: — · first AC: 2018-01-28 · GNU C++11 (first AC) · Tags: data structures

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2946.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-22 · GNU C++11 (first AC) · Tags: —

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2947.

101630B

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Rating: — · first AC: 2018-01-22 · GNU C++11 (first AC) · Tags: —

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2948.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-22 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

2949.

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-12 · GNU C++11 (first AC) · Tags: —

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2950.

101620I

[Intrinsic Interval](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-12 · GNU C++11 (first AC) · Tags: —

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2951.

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-12 · GNU C++11 (first AC) · Tags: —

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2952.

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-12 · GNU C++11 (first AC) · Tags: —

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2953.

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-12 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

2954.

101620A

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

Rating: — · first AC: 2018-01-12 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

2955.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-13 · last AC: 2017-12-13 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

2956.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-13 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

2957.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-13 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

2958.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-13 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

2959.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-13 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

2960.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-13 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

2961.

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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2962.

101612C

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Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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2963.

101612H

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2964.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2965.

101612L

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

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2966.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2967.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2968.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2969.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shayan's solution](#)

2970.

391B

[Word Folding](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: — · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: brute force

[Shayan's solution](#)

2971.

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

2972.

101189C

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

Rating: — · first AC: 2016-12-26 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

2973.

101189A

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

Rating: — · first AC: 2016-12-26 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

2974.

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

2975.

390D

[Inna and Sweet Matrix](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: — · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: constructive algorithms

[Shayan's solution](#)

2976.

390C

[Inna and Candy Boxes](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: — · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: data structures

[Shayan's solution](#)

2977.

390B

[Inna, Dima and Song](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: — · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: implementation

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2978.

390A

[Inna and Alarm Clock](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: — · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

2979.

392B

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: dp

[Shayan's solution](#)

2980.

392A

[Blocked Points](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: — · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: math

[Shayan's solution](#)

2981.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: data structures, graphs, trees

[Shayan's solution](#)

2982.

394D

[Physical Education and Buns](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2016-05-13 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Shayan's solution](#)

2983.

394C

[Dominoes](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: — · first AC: 2016-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Shayan's solution](#)

2984.

394B

[Very Beautiful Number](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: — · first AC: 2016-05-13 · GNU C++11 (first AC) · Tags: math

[Shayan's solution](#)

2985.

394A

[Counting Sticks](#) · [Tutorial](#)

Quality: 2,738 global accepts · Rating: — · first AC: 2015-05-27 · last AC: 2016-05-13 · GNU C++ (first AC) · Tags: brute force, implementation

[Shayan's solution](#)

2986.

399C

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-09 · GNU C++11 (first AC) · Tags: number theory

[Shayan's solution](#)

2987.

399B

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

Quality: 1,883 global accepts · Rating: — · first AC: 2016-02-09 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)

2988.

399A

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Quality: 4,232 global accepts · Rating: — · first AC: 2016-02-09 · GNU C++11 (first AC) · Tags: implementation

[Shayan's solution](#)

2989.

100834L

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

Rating: — · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: —

[Shayan's solution](#)