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Unique solved — Shik

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

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

Filters: none

Count: 2,509

1.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Shik's solution](#)

2.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Shik's solution](#)

3.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Shik's solution](#)

4.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,204 global accepts · Rating: 800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[Shik's solution](#)

5.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,359 global accepts · Rating: 800 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Shik's solution](#)

6.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Shik's solution](#)

7.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Shik's solution](#)

8.

2061A

[Kevin and Arithmetic](#) · [Tutorial](#)

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Shik's solution](#)

9.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Shik's solution](#)

10.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,208 global accepts · Rating: 800 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Shik's solution](#)

11.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Shik's solution](#)

12.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Shik's solution](#)

13.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Shik's solution](#)

14.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

[Shik's solution](#)

15.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Shik's solution](#)

16.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,797 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[Shik's solution](#)

17.

1312A

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

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

[Shik's solution](#)

18.

1305A

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

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

[Shik's solution](#)

19.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Shik's solution](#)

20.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,519 global accepts · Rating: 800 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Shik's solution](#)

21.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Shik's solution](#)

22.

1097A

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

Quality: 43,805 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Shik's solution](#)

23.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Shik's solution](#)

24.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Shik's solution](#)

25.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Shik's solution](#)

26.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Shik's solution](#)

27.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,159 global accepts · Rating: 800 · first AC: 2018-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Shik's solution](#)

28.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Shik's solution](#)

29.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Shik's solution](#)

30.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Shik's solution](#)

31.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,347 global accepts · Rating: 800 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Shik's solution](#)

32.

859A

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

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Shik's solution](#)

33.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-08-03 · Ruby (first AC) · Tags: implementation

[Shik's solution](#)

34.

802G1

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

Quality: 8,142 global accepts · Rating: 800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Shik's solution](#)

35.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Shik's solution](#)

36.

785A

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

Quality: 110,949 global accepts · Rating: 800 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Shik's solution](#)

37.

750A

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

Quality: 92,557 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[Shik's solution](#)

38.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,832 global accepts · Rating: 800 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Shik's solution](#)

39.

731A

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

Quality: 53,207 global accepts · Rating: 800 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: implementation, strings

[Shik's solution](#)

40.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: implementation, math

[Shik's solution](#)

41.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,585 global accepts · Rating: 800 · first AC: 2016-09-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Shik's solution](#)

42.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[Shik's solution](#)

43.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: implementation

[Shik's solution](#)

44.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,415 global accepts · Rating: 800 · first AC: 2016-08-15 · Rust (first AC) · Tags: constructive algorithms, implementation

[Shik's solution](#)

45.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,805 global accepts · Rating: 800 · first AC: 2016-08-15 · Rust (first AC) · Tags: implementation

[Shik's solution](#)

46.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,086 global accepts · Rating: 800 · first AC: 2016-08-15 · Rust (first AC) · Tags: implementation

[Shik's solution](#)

47.

681A

[A Good Contest](#) · [Tutorial](#)

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

[Shik's solution](#)

48.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,579 global accepts · Rating: 800 · first AC: 2016-06-01 · Ruby (first AC) · Tags: implementation

[Shik's solution](#)

49.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation

[Shik's solution](#)

50.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,122 global accepts · Rating: 800 · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: math

[Shik's solution](#)

51.

443A

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

Quality: 112,044 global accepts · Rating: 800 · first AC: 2015-07-03 · last AC: 2015-10-08 · Ruby (first AC) · Tags: constructive algorithms, implementation

[Shik's solution](#)

52.

486A

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

Quality: 154,139 global accepts · Rating: 800 · first AC: 2015-07-03 · Ruby (first AC) · Tags: implementation, math

[Shik's solution](#)

53.

467A

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

Quality: 155,936 global accepts · Rating: 800 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: implementation

[Shik's solution](#)

54.

546A

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

Quality: 235,199 global accepts · Rating: 800 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Shik's solution](#)

55.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: implementation

[Shik's solution](#)

56.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,461 global accepts · Rating: 800 · first AC: 2012-03-04 · last AC: 2015-02-28 · GNU C++ (first AC) · Tags: *special, implementation

[Shik's solution](#)

57.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, math

[Shik's solution](#)

58.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,406 global accepts · Rating: 800 · first AC: 2012-02-23 · last AC: 2015-02-06 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[Shik's solution](#)

59.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,729 global accepts · Rating: 800 · first AC: 2013-03-20 · last AC: 2014-10-03 · GNU C++ (first AC) · Tags: brute force

[Shik's solution](#)

60.

472A

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

Quality: 70,772 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: math, number theory

[Shik's solution](#)

61.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,392 global accepts · Rating: 800 · first AC: 2012-02-19 · last AC: 2014-09-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[Shik's solution](#)

62.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,340 global accepts · Rating: 800 · first AC: 2013-10-25 · last AC: 2014-09-28 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings, strings

[Shik's solution](#)

63.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 270,976 global accepts · Rating: 800 · first AC: 2013-03-20 · last AC: 2014-09-28 · GNU C++ (first AC) · Tags: implementation, strings

[Shik's solution](#)

64.

266A

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

Quality: 244,551 global accepts · Rating: 800 · first AC: 2013-01-23 · last AC: 2014-09-26 · GNU C++ (first AC) · Tags: implementation
[Shik's solution](#)

65.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,273 global accepts · Rating: 800 · first AC: 2013-03-20 · last AC: 2014-09-26 · GNU C++ (first AC) · Tags: implementation
[Shik's solution](#)

66.

231A

[Team](#) · [Tutorial](#)

Quality: 430,247 global accepts · Rating: 800 · first AC: 2012-10-07 · last AC: 2014-09-25 · GNU C++ (first AC) · Tags: brute force, greedy
[Shik's solution](#)

67.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,547 global accepts · Rating: 800 · first AC: 2011-09-22 · last AC: 2014-09-25 · GNU C++ (first AC) · Tags: implementation
[Shik's solution](#)

68.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 800 · first AC: 2014-07-17 · GNU C++0x (first AC) · Tags: implementation
[Shik's solution](#)

69.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,235 global accepts · Rating: 800 · first AC: 2014-05-06 · GNU C++0x (first AC) · Tags: implementation
[Shik's solution](#)

70.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 800 · first AC: 2014-05-04 · GNU C++0x (first AC) · Tags: implementation
[Shik's solution](#)

71.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2014-03-14 · GNU C++0x (first AC) · Tags: implementation, math
[Shik's solution](#)

72.

294A

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

Quality: 28,390 global accepts · Rating: 800 · first AC: 2013-10-25 · GNU C++0x (first AC) · Tags: implementation, math
[Shik's solution](#)

73.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,442 global accepts · Rating: 800 · first AC: 2013-10-25 · GNU C++0x (first AC) · Tags: brute force, implementation
[Shik's solution](#)

74.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,327 global accepts · Rating: 800 · first AC: 2013-10-25 · GNU C++0x (first AC) · Tags: implementation
[Shik's solution](#)

75.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-14 · GNU C++ (first AC) · Tags: *special, implementation, sortings

[Shik's solution](#)

76.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2013-03-20 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

77.

268A

[Games](#) · [Tutorial](#)

Quality: 104,204 global accepts · Rating: 800 · first AC: 2013-02-04 · GNU C++ (first AC) · Tags: brute force

[Shik's solution](#)

78.

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 800 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[Shik's solution](#)

79.

169A

[Chores](#) · [Tutorial](#)

Quality: 8,181 global accepts · Rating: 800 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: sortings

[Shik's solution](#)

80.

177A1

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 11,501 global accepts · Rating: 800 · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

81.

177A2

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 8,564 global accepts · Rating: 800 · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

82.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2013-01-25 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[Shik's solution](#)

83.

266B

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

Quality: 166,078 global accepts · Rating: 800 · first AC: 2013-01-23 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[Shik's solution](#)

84.

265A

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

Quality: 42,671 global accepts · Rating: 800 · first AC: 2013-01-21 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

85.

262A

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

Quality: 22,449 global accepts · Rating: 800 · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

86.

245A

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

Quality: 9,133 global accepts · Rating: 800 · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

87.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,985 global accepts · Rating: 800 · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

88.

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,060 global accepts · Rating: 800 · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

89.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,200 global accepts · Rating: 800 · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

90.

233A

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

Quality: 49,149 global accepts · Rating: 800 · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

91.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,019 global accepts · Rating: 800 · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Shik's solution](#)

92.

228A

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

Quality: 139,808 global accepts · Rating: 800 · first AC: 2012-09-27 · Python 2 (first AC) · Tags: implementation

[Shik's solution](#)

93.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,416 global accepts · Rating: 800 · first AC: 2012-09-03 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

94.

214A

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

Quality: 42,920 global accepts · Rating: 800 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: brute force

[Shik's solution](#)

95.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special, brute force, implementation

[Shik's solution](#)

96.

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2012-03-02 · GNU C++ (first AC) · Tags: brute force

[Shik's solution](#)

97.

155A

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

Quality: 93,664 global accepts · Rating: 800 · first AC: 2012-03-02 · GNU C++ (first AC) · Tags: brute force

[Shik's solution](#)

98.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,806 global accepts · Rating: 800 · first AC: 2011-07-01 · last AC: 2012-02-29 · GNU C++ (first AC) · Tags: brute force, math

[Shik's solution](#)

99.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,095 global accepts · Rating: 800 · first AC: 2012-02-23 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

100.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,777 global accepts · Rating: 800 · first AC: 2012-02-23 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

101.

144A

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

Quality: 121,403 global accepts · Rating: 800 · first AC: 2012-02-19 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

102.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,524 global accepts · Rating: 800 · first AC: 2011-12-20 · GNU C++0x (first AC) · Tags: implementation

[Shik's solution](#)

103.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2011-10-16 · GNU C++0x (first AC) · Tags: implementation

[Shik's solution](#)

104.

112A

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

Quality: 287,243 global accepts · Rating: 800 · first AC: 2011-09-13 · last AC: 2011-09-28 · GNU C++ (first AC) · Tags: implementation, strings

[Shik's solution](#)

105.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,750 global accepts · Rating: 800 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: expression parsing, implementation

[Shik's solution](#)

106.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2011-09-13 · GNU C++ (first AC) · Tags: brute force

[Shik's solution](#)

107.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,426 global accepts · Rating: 800 · first AC: 2011-09-13 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

108.

110A

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

Quality: 199,491 global accepts · Rating: 800 · first AC: 2011-09-13 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

109.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 800 · first AC: 2011-08-11 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

110.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,670 global accepts · Rating: 800 · first AC: 2011-08-08 · GNU C++ (first AC) · Tags: math, probabilities

[Shik's solution](#)

111.

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 800 · first AC: 2011-08-08 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

112.

99A

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

Quality: 7,724 global accepts · Rating: 800 · first AC: 2011-08-08 · GNU C++ (first AC) · Tags: strings

[Shik's solution](#)

113.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,266 global accepts · Rating: 800 · first AC: 2011-07-01 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

114.

47A

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

Quality: 18,172 global accepts · Rating: 800 · first AC: 2011-07-01 · GNU C++ (first AC) · Tags: brute force, math

[Shik's solution](#)

115.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,531 global accepts · Rating: 800 · first AC: 2011-07-01 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

116.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,435 global accepts · Rating: 800 · first AC: 2011-07-01 · GNU C++ (first AC) · Tags: implementation, strings

[Shik's solution](#)

117.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,682 global accepts · Rating: 800 · first AC: 2011-07-01 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

118.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,437 global accepts · Rating: 800 · first AC: 2011-07-01 · GNU C++ (first AC) · Tags: implementation, strings

[Shik's solution](#)

119.

59A

[Word](#) · [Tutorial](#)

Quality: 227,914 global accepts · Rating: 800 · first AC: 2011-07-01 · GNU C++ (first AC) · Tags: implementation, strings

[Shik's solution](#)

120.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,934 global accepts · Rating: 800 · first AC: 2011-07-01 · GNU C++ (first AC) · Tags: brute force, implementation

[Shik's solution](#)

121.

80A

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

Quality: 66,303 global accepts · Rating: 800 · first AC: 2011-07-01 · GNU C++ (first AC) · Tags: brute force

[Shik's solution](#)

122.

38A

[Army](#) · [Tutorial](#)

Quality: 26,487 global accepts · Rating: 800 · first AC: 2011-07-01 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

123.

71A

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

Quality: 503,241 global accepts · Rating: 800 · first AC: 2011-07-01 · GNU C++ (first AC) · Tags: strings

[Shik's solution](#)

124.

61A

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

Quality: 136,207 global accepts · Rating: 800 · first AC: 2011-07-01 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

125.

22A

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

Quality: 27,086 global accepts · Rating: 800 · first AC: 2011-02-22 · GNU C++ (first AC) · Tags: brute force

[Shik's solution](#)

126.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,701 global accepts · Rating: 800 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: greedy, math

[Shik's solution](#)

127.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,252 global accepts · Rating: 800 · first AC: 2010-06-04 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

128.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[Shik's solution](#)

129.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Shik's solution](#)

130.

1335B

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

Quality: 42,599 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Shik's solution](#)

131.

913A

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

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

[Shik's solution](#)

132.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[Shik's solution](#)

133.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Shik's solution](#)

134.

847G

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

Quality: 7,648 global accepts · Rating: 900 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Shik's solution](#)

135.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,475 global accepts · Rating: 900 · first AC: 2017-08-08 · MS C# (first AC) · Tags: greedy, implementation, sortings

[Shik's solution](#)

136.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Shik's solution](#)

137.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Shik's solution](#)

138.

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Shik's solution](#)

139.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Shik's solution](#)

140.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[Shik's solution](#)

141.

697A

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

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: implementation, math

[Shik's solution](#)

142.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: brute force, implementation

[Shik's solution](#)

143.

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

[Shik's solution](#)

144.

580A

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

Quality: 104,684 global accepts · Rating: 900 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[Shik's solution](#)

145.

554A

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

Quality: 14,490 global accepts · Rating: 900 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: brute force, math, strings

[Shik's solution](#)

146.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2015-08-31 · GNU C++11 (first AC) · Tags: sortings

[Shik's solution](#)

147.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: implementation

[Shik's solution](#)

148.

549A

[Face Detection](#) · [Tutorial](#)

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

[Shik's solution](#)

149.

519A

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

Quality: 20,130 global accepts · Rating: 900 · first AC: 2015-03-03 · GNU C++0x (first AC) · Tags: implementation

[Shik's solution](#)

150.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,060 global accepts · Rating: 900 · first AC: 2012-07-23 · last AC: 2015-02-06 · Python 2 (first AC) · Tags: strings

[Shik's solution](#)

151.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2014-09-11 · last AC: 2015-01-13 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[Shik's solution](#)

152.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: implementation

[Shik's solution](#)

153.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,713 global accepts · Rating: 900 · first AC: 2012-03-06 · last AC: 2014-09-28 · GNU C++ (first AC) · Tags: greedy, sortings

[Shik's solution](#)

154.

96A

[Football](#) · [Tutorial](#)

Quality: 193,643 global accepts · Rating: 900 · first AC: 2011-08-01 · last AC: 2014-09-26 · GNU C++ (first AC) · Tags: implementation, strings

[Shik's solution](#)

155.

439A

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

Quality: 26,622 global accepts · Rating: 900 · first AC: 2014-06-05 · GNU C++0x (first AC) · Tags: greedy, implementation

[Shik's solution](#)

156.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 900 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: implementation

[Shik's solution](#)

157.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,543 global accepts · Rating: 900 · first AC: 2014-04-10 · GNU C++0x (first AC) · Tags: implementation

[Shik's solution](#)

158.

373A

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

Quality: 11,465 global accepts · Rating: 900 · first AC: 2013-12-14 · GNU C++0x (first AC) · Tags: implementation

[Shik's solution](#)

159.

369A

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

Quality: 12,220 global accepts · Rating: 900 · first AC: 2013-12-03 · GNU C++0x (first AC) · Tags: greedy, implementation

[Shik's solution](#)

160.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,419 global accepts · Rating: 900 · first AC: 2013-10-25 · GNU C++0x (first AC) · Tags: brute force, greedy

[Shik's solution](#)

161.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,902 global accepts · Rating: 900 · first AC: 2013-10-25 · GNU C++0x (first AC) · Tags: greedy

[Shik's solution](#)

162.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,099 global accepts · Rating: 900 · first AC: 2013-10-25 · GNU C++0x (first AC) · Tags: math

[Shik's solution](#)

163.

313A

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

Quality: 65,042 global accepts · Rating: 900 · first AC: 2013-06-11 · GNU C++0x (first AC) · Tags: implementation, number theory

[Shik's solution](#)

164.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,466 global accepts · Rating: 900 · first AC: 2013-03-20 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

165.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,064 global accepts · Rating: 900 · first AC: 2013-03-20 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

166.

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,559 global accepts · Rating: 900 · first AC: 2013-01-23 · GNU C++ (first AC) · Tags: math, number theory

[Shik's solution](#)

167.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,779 global accepts · Rating: 900 · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Shik's solution](#)

168.

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,565 global accepts · Rating: 900 · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

169.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 900 · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[Shik's solution](#)

170.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2012-09-03 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

171.

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,290 global accepts · Rating: 900 · first AC: 2012-09-03 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[Shik's solution](#)

172.

205A

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

Quality: 25,226 global accepts · Rating: 900 · first AC: 2012-09-03 · GNU C++ (first AC) · Tags: brute force, implementation

[Shik's solution](#)

173.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2012-09-03 · GNU C++ (first AC) · Tags: brute force, implementation

[Shik's solution](#)

174.

168A

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

Quality: 11,506 global accepts · Rating: 900 · first AC: 2012-07-31 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

175.

130A

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

Quality: 1,935 global accepts · Rating: 900 · first AC: 2012-03-12 · Befunge (first AC) · Tags: *special, implementation

[Shik's solution](#)

176.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,618 global accepts · Rating: 900 · first AC: 2012-02-23 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

177.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,987 global accepts · Rating: 900 · first AC: 2012-02-23 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Shik's solution](#)

178.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2011-12-20 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

179.

137A

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

Quality: 7,834 global accepts · Rating: 900 · first AC: 2011-12-20 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

180.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,004 global accepts · Rating: 900 · first AC: 2011-12-20 · GNU C++0x (first AC) · Tags: implementation

[Shik's solution](#)

181.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,489 global accepts · Rating: 900 · first AC: 2011-11-20 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

182.

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,591 global accepts · Rating: 900 · first AC: 2011-11-16 · GNU C++ (first AC) · Tags: geometry

[Shik's solution](#)

183.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 900 · first AC: 2011-11-16 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

184.

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2011-10-11 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

185.

115A

[Party](#) · [Tutorial](#)

Quality: 43,353 global accepts · Rating: 900 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[Shik's solution](#)

186.

10A

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

Quality: 8,346 global accepts · Rating: 900 · first AC: 2011-08-11 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

187.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 900 · first AC: 2011-08-11 · GNU C++ (first AC) · Tags: brute force, geometry

[Shik's solution](#)

188.

11A

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

Quality: 15,495 global accepts · Rating: 900 · first AC: 2011-08-11 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[Shik's solution](#)

189.

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 900 · first AC: 2011-08-08 · GNU C++ (first AC) · Tags: implementation, schedules

[Shik's solution](#)

190.

94A

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

Quality: 12,266 global accepts · Rating: 900 · first AC: 2011-08-08 · GNU C++ (first AC) · Tags: implementation, strings

[Shik's solution](#)

191.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,755 global accepts · Rating: 900 · first AC: 2011-07-01 · GNU C++ (first AC) · Tags: number theory

[Shik's solution](#)

192.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,026 global accepts · Rating: 900 · first AC: 2011-07-01 · GNU C++ (first AC) · Tags: greedy, sortings

[Shik's solution](#)

193.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2011-07-01 · GNU C++ (first AC) · Tags: math, number theory

[Shik's solution](#)

194.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 900 · first AC: 2011-03-01 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[Shik's solution](#)

195.

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 900 · first AC: 2010-06-04 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Shik's solution](#)

196.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Shik's solution](#)

197.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Shik's solution](#)

198.

1054B

[Appending Mex](#) · [Tutorial](#)

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

[Shik's solution](#)

199.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Shik's solution](#)

200.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Shik's solution](#)

201.

862A

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

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Shik's solution](#)

202.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Shik's solution](#)

203.

859B

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

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[Shik's solution](#)

204.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Shik's solution](#)

205.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Shik's solution](#)

206.

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Shik's solution](#)

207.

733A

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

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

[Shik's solution](#)

208.

725A

[Jumping Ball](#) · [Tutorial](#)

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

[Shik's solution](#)

209.

732B

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

Quality: 25,769 global accepts · Rating: 1000 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: dp, greedy

[Shik's solution](#)

210.

724A

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

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

[Shik's solution](#)

211.

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-08-15 · Rust (first AC) · Tags: constructive algorithms, math

[Shik's solution](#)

212.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,195 global accepts · Rating: 1000 · first AC: 2011-02-03 · last AC: 2016-08-15 · GNU C++ (first AC) · Tags: math

[Shik's solution](#)

213.

699A

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

Quality: 18,841 global accepts · Rating: 1000 · first AC: 2016-07-20 · Ruby (first AC) · Tags: implementation

[Shik's solution](#)

214.

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

[Shik's solution](#)

215.

584A

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

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: math

[Shik's solution](#)

216.

560A

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

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2015-07-24 · GNU C++11 (first AC) · Tags: implementation, sortings

[Shik's solution](#)

217.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,278 global accepts · Rating: 1000 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: brute force, math

[Shik's solution](#)

218.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math

[Shik's solution](#)

219.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,830 global accepts · Rating: 1000 · first AC: 2015-04-29 · GNU C++11 (first AC) · Tags: implementation, strings

[Shik's solution](#)

220.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2015-04-15 · GNU C++11 (first AC) · Tags: brute force, implementation

[Shik's solution](#)

221.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,265 global accepts · Rating: 1000 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: implementation

[Shik's solution](#)

222.

500A

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

Quality: 62,689 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation

[Shik's solution](#)

223.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, implementation, strings

[Shik's solution](#)

224.

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2014-04-22 · GNU C++0x (first AC) · Tags: implementation

[Shik's solution](#)

225.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2014-03-24 · GNU C++0x (first AC) · Tags: implementation

[Shik's solution](#)

226.

400A

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

Quality: 6,865 global accepts · Rating: 1000 · first AC: 2014-03-18 · GNU C++0x (first AC) · Tags: implementation

[Shik's solution](#)

227.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1000 · first AC: 2013-12-12 · GNU C++0x (first AC) · Tags: greedy, implementation, math

[Shik's solution](#)

228.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2013-11-03 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation

[Shik's solution](#)

229.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2013-10-25 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[Shik's solution](#)

230.

336A

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

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2013-10-25 · GNU C++0x (first AC) · Tags: implementation, math

[Shik's solution](#)

231.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,022 global accepts · Rating: 1000 · first AC: 2013-10-25 · GNU C++0x (first AC) · Tags: implementation

[Shik's solution](#)

232.

339B

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

Quality: 81,375 global accepts · Rating: 1000 · first AC: 2013-10-25 · GNU C++0x (first AC) · Tags: implementation

[Shik's solution](#)

233.

284B

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

Quality: 7,365 global accepts · Rating: 1000 · first AC: 2013-03-20 · GNU C++ (first AC) · Tags: brute force, implementation

[Shik's solution](#)

234.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,679 global accepts · Rating: 1000 · first AC: 2013-03-20 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

235.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,784 global accepts · Rating: 1000 · first AC: 2013-03-20 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

236.

177B1

[Rectangular Game](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1000 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: number theory

[Shik's solution](#)

237.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1000 · first AC: 2013-01-25 · GNU C++ (first AC) · Tags: greedy

[Shik's solution](#)

238.

234B

[Reading](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 1000 · first AC: 2013-01-24 · GNU C++ (first AC) · Tags: sortings

[Shik's solution](#)

239.

265B

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

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2013-01-21 · GNU C++ (first AC) · Tags: greedy, implementation

[Shik's solution](#)

240.

259A

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

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: brute force, strings

[Shik's solution](#)

241.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

242.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,482 global accepts · Rating: 1000 · first AC: 2012-10-08 · GNU C++ (first AC) · Tags: greedy, sortings

[Shik's solution](#)

243.

131A

[cAPS LOCK](#) · [Tutorial](#)

Quality: 100,976 global accepts · Rating: 1000 · first AC: 2011-11-25 · last AC: 2012-09-10 · GNU C++ (first AC) · Tags: implementation, strings

[Shik's solution](#)

244.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,420 global accepts · Rating: 1000 · first AC: 2011-10-11 · last AC: 2012-09-10 · GNU C++ (first AC) · Tags: implementation, strings

[Shik's solution](#)

245.

195A

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

Quality: 10,130 global accepts · Rating: 1000 · first AC: 2012-09-03 · GNU C++ (first AC) · Tags: binary search, brute force, math

[Shik's solution](#)

246.

182B

[Vasya's Calendar](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1000 · first AC: 2012-09-03 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

247.

221A

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

Quality: 16,802 global accepts · Rating: 1000 · first AC: 2012-09-03 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

248.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,316 global accepts · Rating: 1000 · first AC: 2012-08-27 · GNU C++ (first AC) · Tags: implementation, strings

[Shik's solution](#)

249.

165A

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

Quality: 26,274 global accepts · Rating: 1000 · first AC: 2012-07-31 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

250.

178A2

[Educational Game](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 1000 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: greedy

[Shik's solution](#)

251.

178A1

[Educational Game](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 1000 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

252.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,583 global accepts · Rating: 1000 · first AC: 2011-10-11 · last AC: 2012-03-14 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Shik's solution](#)

253.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2012-03-06 · GNU C++ (first AC) · Tags: geometry, sortings

[Shik's solution](#)

254.

143A

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

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2012-03-02 · GNU C++ (first AC) · Tags: brute force, math

[Shik's solution](#)

255.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,505 global accepts · Rating: 1000 · first AC: 2012-01-06 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

256.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,039 global accepts · Rating: 1000 · first AC: 2011-12-20 · GNU C++ (first AC) · Tags: greedy

[Shik's solution](#)

257.

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1000 · first AC: 2011-11-16 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

258.

125B

[Simple XML](#) · [Tutorial](#)

Quality: 3,711 global accepts · Rating: 1000 · first AC: 2011-11-07 · GNU C++0x (first AC) · Tags: implementation

[Shik's solution](#)

259.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1000 · first AC: 2011-10-18 · last AC: 2011-11-07 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Shik's solution](#)

260.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1000 · first AC: 2011-11-07 · GNU C++0x (first AC) · Tags: brute force, implementation

[Shik's solution](#)

261.

124A

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

Quality: 44,205 global accepts · Rating: 1000 · first AC: 2011-11-07 · GNU C++0x (first AC) · Tags: math

[Shik's solution](#)

262.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,796 global accepts · Rating: 1000 · first AC: 2011-11-07 · GNU C++0x (first AC) · Tags: brute force, number theory

[Shik's solution](#)

263.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,305 global accepts · Rating: 1000 · first AC: 2011-10-11 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

264.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,582 global accepts · Rating: 1000 · first AC: 2011-10-03 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

265.

5A

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

Quality: 11,124 global accepts · Rating: 1000 · first AC: 2011-09-13 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

266.

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2011-09-13 · GNU C++ (first AC) · Tags: implementation, strings

[Shik's solution](#)

267.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2011-09-13 · GNU C++ (first AC) · Tags: math

[Shik's solution](#)

268.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2011-09-13 · GNU C++ (first AC) · Tags: brute force, implementation

[Shik's solution](#)

269.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2011-09-13 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

270.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: brute force, implementation

[Shik's solution](#)

271.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1000 · first AC: 2011-08-11 · GNU C++ (first AC) · Tags: brute force

[Shik's solution](#)

272.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,941 global accepts · Rating: 1000 · first AC: 2011-08-08 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

273.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,639 global accepts · Rating: 1000 · first AC: 2011-08-08 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

274.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2011-08-08 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

275.

90A

[Cableway](#) · [Tutorial](#)

Quality: 5,494 global accepts · Rating: 1000 · first AC: 2011-08-08 · GNU C++ (first AC) · Tags: greedy, math

[Shik's solution](#)

276.

75A

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

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2011-07-01 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

277.

43A

[Football](#) · [Tutorial](#)

Quality: 69,165 global accepts · Rating: 1000 · first AC: 2011-07-01 · GNU C++ (first AC) · Tags: strings

[Shik's solution](#)

278.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,988 global accepts · Rating: 1000 · first AC: 2011-07-01 · GNU C++ (first AC) · Tags: greedy, strings

[Shik's solution](#)

279.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,360 global accepts · Rating: 1000 · first AC: 2011-07-01 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

280.

3A

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

Quality: 22,143 global accepts · Rating: 1000 · first AC: 2011-06-01 · GNU C++ (first AC) · Tags: greedy, shortest paths

[Shik's solution](#)

281.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,871 global accepts · Rating: 1000 · first AC: 2011-04-15 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

282.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,688 global accepts · Rating: 1000 · first AC: 2010-10-25 · GNU C++ (first AC) · Tags: sortings

[Shik's solution](#)

283.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,401 global accepts · Rating: 1000 · first AC: 2010-06-10 · GNU C++ (first AC) · Tags: brute force, math, number theory

[Shik's solution](#)

284.

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Shik's solution](#)

285.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, strings

[Shik's solution](#)

286.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Shik's solution](#)

287.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Shik's solution](#)

288.

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[Shik's solution](#)

289.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Shik's solution](#)

290.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Shik's solution](#)

291.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2022-02-24 · last AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Shik's solution](#)

292.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,966 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Shik's solution](#)

293.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Shik's solution](#)

294.

946B

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

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Shik's solution](#)

295.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Shik's solution](#)

296.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2017-10-23 · Ruby (first AC) · Tags: implementation, strings

[Shik's solution](#)

297.

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Shik's solution](#)

298.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Shik's solution](#)

299.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Shik's solution](#)

300.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Shik's solution](#)

301.

785B

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

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Shik's solution](#)

302.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Shik's solution](#)

303.

733B

[Parade](#) · [Tutorial](#)

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

[Shik's solution](#)

304.

731B

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

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Shik's solution](#)

305.

712B

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

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

[Shik's solution](#)

306.

686B

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

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2016-08-15 · Rust (first AC) · Tags: constructive algorithms, implementation, sortings

[Shik's solution](#)

307.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-08-15 · Rust (first AC) · Tags: games, math

[Shik's solution](#)

308.

706B

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

Quality: 84,445 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[Shik's solution](#)

309.

682A

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

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Shik's solution](#)

310.

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[Shik's solution](#)

311.

296A

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

Quality: 26,039 global accepts · Rating: 1100 · first AC: 2015-06-02 · JavaScript (first AC) · Tags: greedy, math

[Shik's solution](#)

312.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,984 global accepts · Rating: 1100 · first AC: 2015-06-02 · JavaScript (first AC) · Tags: brute force, implementation

[Shik's solution](#)

313.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,661 global accepts · Rating: 1100 · first AC: 2015-04-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[Shik's solution](#)

314.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[Shik's solution](#)

315.

519B

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

Quality: 43,710 global accepts · Rating: 1100 · first AC: 2015-03-03 · GNU C++0x (first AC) · Tags: data structures, implementation, sortings

[Shik's solution](#)

316.

501B

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

Quality: 19,423 global accepts · Rating: 1100 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: data structures, dsu, strings

[Shik's solution](#)

317.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: implementation

[Shik's solution](#)

318.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: implementation

[Shik's solution](#)

319.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2014-09-30 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[Shik's solution](#)

320.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2011-07-01 · last AC: 2014-09-27 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

321.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-09-26 · Ruby (first AC) · Tags: implementation

[Shik's solution](#)

322.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2014-05-06 · GNU C++0x (first AC) · Tags: data structures, implementation

[Shik's solution](#)

323.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2013-12-14 · GNU C++0x (first AC) · Tags: implementation

[Shik's solution](#)

324.

370A

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

Quality: 12,027 global accepts · Rating: 1100 · first AC: 2013-12-07 · GNU C++0x (first AC) · Tags: graphs, math, shortest paths

[Shik's solution](#)

325.

300A

[Array](#) · [Tutorial](#)

Quality: 27,213 global accepts · Rating: 1100 · first AC: 2013-10-25 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, implementation

[Shik's solution](#)

326.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,727 global accepts · Rating: 1100 · first AC: 2013-10-25 · GNU C++0x (first AC) · Tags: greedy, implementation

[Shik's solution](#)

327.

285A

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

Quality: 14,138 global accepts · Rating: 1100 · first AC: 2013-10-25 · GNU C++0x (first AC) · Tags: greedy, implementation

[Shik's solution](#)

328.

331C1

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

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2013-07-17 · last AC: 2013-07-17 · GNU C++0x (first AC) · Tags: dp

[Shik's solution](#)

329.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · Python 2 (first AC) · Tags: greedy

[Shik's solution](#)

330.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,502 global accepts · Rating: 1100 · first AC: 2013-06-11 · GNU C++ (first AC) · Tags: dp, implementation

[Shik's solution](#)

331.

292A

[SMSC](#) · [Tutorial](#)

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

[Shik's solution](#)

332.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2013-03-20 · GNU C++ (first AC) · Tags: geometry, implementation, math

[Shik's solution](#)

333.

196A

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

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: greedy, strings

[Shik's solution](#)

334.

174A

[Problem About Equation](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 1100 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: math

[Shik's solution](#)

335.

169B

[Replacing Digits](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1100 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: greedy

[Shik's solution](#)

336.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: greedy, math

[Shik's solution](#)

337.

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2013-01-25 · GNU C++ (first AC) · Tags: implementation, strings

[Shik's solution](#)

338.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 1100 · first AC: 2013-01-25 · GNU C++ (first AC) · Tags: brute force, implementation

[Shik's solution](#)

339.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2013-01-25 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Shik's solution](#)

340.

192B

[Walking in the Rain](#) · [Tutorial](#)

Quality: 6,799 global accepts · Rating: 1100 · first AC: 2013-01-24 · GNU C++ (first AC) · Tags: brute force, implementation

[Shik's solution](#)

341.

245B

[Internet Address](#) · [Tutorial](#)

Quality: 5,521 global accepts · Rating: 1100 · first AC: 2013-01-23 · GNU C++ (first AC) · Tags: implementation, strings

[Shik's solution](#)

342.

227B

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

Quality: 32,439 global accepts · Rating: 1100 · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

343.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1100 · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: greedy

[Shik's solution](#)

344.

259B

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

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: brute force, implementation

[Shik's solution](#)

345.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: implementation, sortings

[Shik's solution](#)

346.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: brute force, implementation

[Shik's solution](#)

347.

190A

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

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2012-10-08 · GNU C++ (first AC) · Tags: greedy, math

[Shik's solution](#)

348.

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,532 global accepts · Rating: 1100 · first AC: 2012-10-08 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[Shik's solution](#)

349.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2012-10-08 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

350.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1100 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Shik's solution](#)

351.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,289 global accepts · Rating: 1100 · first AC: 2012-09-17 · GNU C++ (first AC) · Tags: brute force, geometry, math

[Shik's solution](#)

352.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,823 global accepts · Rating: 1100 · first AC: 2012-03-04 · last AC: 2012-09-10 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[Shik's solution](#)

353.

188D

[Asterisks](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 1100 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation

[Shik's solution](#)

354.

188A

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

Quality: 848 global accepts · Rating: 1100 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special

[Shik's solution](#)

355.

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 1100 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: greedy

[Shik's solution](#)

356.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,003 global accepts · Rating: 1100 · first AC: 2012-03-23 · GNU C++ (first AC) · Tags: binary search, implementation, sortings

[Shik's solution](#)

357.

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 1100 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: *special, greedy, sortings

[Shik's solution](#)

358.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2012-03-06 · GNU C++ (first AC) · Tags: greedy, sortings

[Shik's solution](#)

359.

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2012-03-02 · GNU C++ (first AC) · Tags: greedy, sortings

[Shik's solution](#)

360.

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,329 global accepts · Rating: 1100 · first AC: 2011-12-20 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

361.

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,665 global accepts · Rating: 1100 · first AC: 2011-11-11 · GNU C++0x (first AC) · Tags: math

[Shik's solution](#)

362.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2011-11-07 · GNU C++0x (first AC) · Tags: implementation

[Shik's solution](#)

363.

120C

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

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2011-10-18 · last AC: 2011-11-07 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

364.

120B

[Quiz League](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2011-10-18 · last AC: 2011-11-07 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

365.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2011-10-11 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

366.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,353 global accepts · Rating: 1100 · first AC: 2011-10-11 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Shik's solution](#)

367.

103A

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

Quality: 6,573 global accepts · Rating: 1100 · first AC: 2011-10-03 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Shik's solution](#)

368.

53A

[Autocomplete](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1100 · first AC: 2011-09-22 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

369.

12B

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

Quality: 9,670 global accepts · Rating: 1100 · first AC: 2011-09-22 · GNU C++ (first AC) · Tags: implementation, sortings

[Shik's solution](#)

370.

116B

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

Quality: 14,614 global accepts · Rating: 1100 · first AC: 2011-09-22 · GNU C++ (first AC) · Tags: greedy, implementation

[Shik's solution](#)

371.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2011-09-13 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[Shik's solution](#)

372.

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2011-08-11 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

[Shik's solution](#)

373.

46B

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

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2011-08-08 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

374.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2011-08-08 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

375.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,488 global accepts · Rating: 1100 · first AC: 2011-08-08 · GNU C++ (first AC) · Tags: implementation, strings

[Shik's solution](#)

376.

90B

[African Crossword](#) · [Tutorial](#)

Quality: 5,715 global accepts · Rating: 1100 · first AC: 2011-08-08 · GNU C++ (first AC) · Tags: implementation, strings

[Shik's solution](#)

377.

68A

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

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2011-07-01 · GNU C++ (first AC) · Tags: implementation, number theory

[Shik's solution](#)

378.

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2011-03-07 · GNU C++ (first AC) · Tags: brute force, implementation

[Shik's solution](#)

379.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Shik's solution](#)

380.

1272C

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

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation

[Shik's solution](#)

381.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Shik's solution](#)

382.

1305B

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

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

[Shik's solution](#)

383.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Shik's solution](#)

384.

1097B

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

Quality: 35,955 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Shik's solution](#)

385.

1091B

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

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

[Shik's solution](#)

386.

1017B

[The Bits](#) · [Tutorial](#)

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

[Shik's solution](#)

387.

913B

[Christmas Spruce](#) · [Tutorial](#)

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

[Shik's solution](#)

388.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Shik's solution](#)

389.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Shik's solution](#)

390.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Shik's solution](#)

391.

776B

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

Quality: 25,727 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Shik's solution](#)

392.

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Shik's solution](#)

393.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation, math

[Shik's solution](#)

394.

732C

[Sanatorium](#) · [Tutorial](#)

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

[Shik's solution](#)

395.

722B

[Verse Pattern](#) · [Tutorial](#)

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

[Shik's solution](#)

396.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2016-09-09 · last AC: 2016-09-09 · GNU C++11 (first AC) · Tags: implementation

[Shik's solution](#)

397.

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

[Shik's solution](#)

398.

682B

[Alyona and Mex](#) · [Tutorial](#)

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

[Shik's solution](#)

399.

683A

[The Check of the Point](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 1200 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special, geometry

[Shik's solution](#)

400.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Shik's solution](#)

401.

655B

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

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

[Shik's solution](#)

402.

655A

[Amity Assessment](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, implementation

[Shik's solution](#)

403.

574A

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

Quality: 9,523 global accepts · Rating: 1200 · first AC: 2015-08-31 · Ruby (first AC) · Tags: greedy, implementation

[Shik's solution](#)

404.

560B

[Gerald is into Art](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2015-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Shik's solution](#)

405.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math

[Shik's solution](#)

406.

285C

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

Quality: 26,333 global accepts · Rating: 1200 · first AC: 2015-06-02 · last AC: 2015-06-02 · Ruby (first AC) · Tags: greedy, implementation, sortings

[Shik's solution](#)

407.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings

[Shik's solution](#)

408.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[Shik's solution](#)

409.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[Shik's solution](#)

410.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[Shik's solution](#)

411.

463A

[Caixa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2014-09-30 · GNU C++0x (first AC) · Tags: brute force, implementation

[Shik's solution](#)

412.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: greedy, sortings

[Shik's solution](#)

413.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2014-06-05 · GNU C++0x (first AC) · Tags: implementation, sortings

[Shik's solution](#)

414.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: binary search, greedy, implementation, sortings

[Shik's solution](#)

415.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2014-04-10 · GNU C++0x (first AC) · Tags: brute force, greedy, two pointers

[Shik's solution](#)

416.

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2014-03-18 · GNU C++0x (first AC) · Tags: brute force, implementation, schedules

[Shik's solution](#)

417.

401B

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

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2014-03-14 · GNU C++0x (first AC) · Tags: greedy, implementation, math

[Shik's solution](#)

418.

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2013-12-14 · GNU C++0x (first AC) · Tags: brute force, implementation

[Shik's solution](#)

419.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2013-10-25 · GNU C++0x (first AC) · Tags: math

[Shik's solution](#)

420.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,904 global accepts · Rating: 1200 · first AC: 2013-10-25 · GNU C++0x (first AC) · Tags: brute force, dp, implementation

[Shik's solution](#)

421.

292B

[Network Topology](#) · [Tutorial](#)

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

[Shik's solution](#)

422.

180F

[Mathematical Analysis Rocks!](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1200 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[Shik's solution](#)

423.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,334 global accepts · Rating: 1200 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Shik's solution](#)

424.

177D1

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 1200 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: brute force

[Shik's solution](#)

425.

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: number theory

[Shik's solution](#)

426.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: *special, constructive algorithms

[Shik's solution](#)

427.

186B

[Growing Mushrooms](#) · [Tutorial](#)

Quality: 6,178 global accepts · Rating: 1200 · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: greedy, sortings

[Shik's solution](#)

428.

194B

[Square](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1200 · first AC: 2013-01-25 · GNU C++ (first AC) · Tags: math

[Shik's solution](#)

429.

234A

[Lefthanders and Righthanders](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1200 · first AC: 2013-01-25 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

430.

254A

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

Quality: 7,736 global accepts · Rating: 1200 · first AC: 2013-01-25 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[Shik's solution](#)

431.

255B

[Code Parsing](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1200 · first AC: 2013-01-24 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

432.

262B

[Roma and Changing Signs](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2013-01-23 · last AC: 2013-01-23 · GNU C++ (first AC) · Tags: greedy

[Shik's solution](#)

433.

264A

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

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2013-01-21 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[Shik's solution](#)

434.

265C

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

Rating: 1200 · first AC: 2013-01-21 · GNU C++ (first AC) · Tags: greedy, implementation

[Shik's solution](#)

435.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Shik's solution](#)

436.

222A

[Shooshuns and Sequence](#) · [Tutorial](#)

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: brute force, implementation

[Shik's solution](#)

437.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2012-09-03 · GNU C++ (first AC) · Tags: brute force, implementation

[Shik's solution](#)

438.

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2012-08-14 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

439.

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

440.

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2012-04-20 · last AC: 2012-04-20 · GNU C++ (first AC) · Tags: greedy, sortings

[Shik's solution](#)

441.

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special, implementation, number theory

[Shik's solution](#)

442.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2012-03-07 · GNU C++ (first AC) · Tags: greedy, implementation

[Shik's solution](#)

443.

143B

[Help Kingdom of Far Far Away 2](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1200 · first AC: 2012-03-06 · GNU C++ (first AC) · Tags: implementation, strings

[Shik's solution](#)

444.

151B

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,862 global accepts · Rating: 1200 · first AC: 2012-03-02 · GNU C++ (first AC) · Tags: implementation, strings

[Shik's solution](#)

445.

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2011-12-30 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

446.

134A

[Average Numbers](#) · [Tutorial](#)

Quality: 4,793 global accepts · Rating: 1200 · first AC: 2011-12-20 · GNU C++ (first AC) · Tags: brute force, implementation

[Shik's solution](#)

447.

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

448.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2011-11-16 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[Shik's solution](#)

449.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2011-11-16 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Shik's solution](#)

450.

101A

[Homework](#) · [Tutorial](#)

Quality: 4,369 global accepts · Rating: 1200 · first AC: 2011-10-11 · GNU C++0x (first AC) · Tags: greedy

[Shik's solution](#)

451.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2011-10-11 · GNU C++0x (first AC) · Tags: data structures, implementation

[Shik's solution](#)

452.

53C

[Little Frog](#) · [Tutorial](#)

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453.

9C

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454.

48B

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455.

102A

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456.

112B

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Quality: 4,543 global accepts · Rating: 1200 · first AC: 2011-09-13 · last AC: 2011-09-28 · GNU C++ (first AC) · Tags: implementation, math

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457.

47B

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Quality: 16,078 global accepts · Rating: 1200 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: implementation

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458.

88A

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459.

69B

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460.

31A

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461.

4B

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462.

59B

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463.

38B

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464.

27A

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465.

5B

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466.

6C

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467.

33A

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468.

78B

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469.

80B

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470.

8A

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471.

79A

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472.

63B

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473.

55A

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474.

23A

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475.

15A

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476.

2187A

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477.

1119B

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478.

1157C1

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[Shik's solution](#)

479.

2127B

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Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

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480.

1991C

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Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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481.

1864C

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Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

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482.

1466C

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483.

1335D

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[Shik's solution](#)

484.

1322A

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485.

956A

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Rating: 1300 · first AC: 2018-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Shik's solution](#)

486.

953A

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487.

946C

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[Shik's solution](#)

488.

932B

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[Shik's solution](#)

489.

876B

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Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

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490.

883F

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

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491.

871A

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

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492.

862B

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[Shik's solution](#)

493.

840A

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494.

808B

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495.

761B

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750B

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497.

722A

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498.

707B

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499.

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661A

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653B

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502.

617B

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503.

626B

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504.

572B

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573A

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506.

519C

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450B

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508.

478B

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509.

472B

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510.

471B

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511.

429A

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371B

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513.

370B

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514.

311A

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515.

291B

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516.

288A

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517.

271B

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518.

276B

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519.

251A

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[Shik's solution](#)

520.

171D

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Quality: 2,815 global accepts · Rating: 1300 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: *special, brute force

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521.

171B

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522.

189B

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523.

234C

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524.

195B

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Quality: 5,512 global accepts · Rating: 1300 · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: data structures, implementation, math

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525.

203B

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526.

192A

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527.

257B

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528.

227A

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529.

189A

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Quality: 80,879 global accepts · Rating: 1300 · first AC: 2013-01-25 · GNU C++ (first AC) · Tags: brute force, dp

[Shik's solution](#)

530.

215B

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Quality: 5,977 global accepts · Rating: 1300 · first AC: 2013-01-25 · GNU C++ (first AC) · Tags: greedy, math

[Shik's solution](#)

531.

236B

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[Shik's solution](#)

532.

246B

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533.

241A

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534.

230B

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Quality: 95,824 global accepts · Rating: 1300 · first AC: 2012-10-08 · GNU C++ (first AC) · Tags: binary search, implementation, math, number theory

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535.

221B

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[Shik's solution](#)

536.

222B

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[Shik's solution](#)

537.

220A

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Quality: 13,118 global accepts · Rating: 1300 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: implementation, sortings

[Shik's solution](#)

538.

188B

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539.

185A

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540.

173A

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541.

64A

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542.

161A

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543.

147A

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[Shik's solution](#)

544.

146B

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Quality: 4,974 global accepts · Rating: 1300 · first AC: 2012-03-06 · GNU C++ (first AC) · Tags: brute force, implementation

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545.

152B

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Quality: 7,388 global accepts · Rating: 1300 · first AC: 2012-03-06 · GNU C++ (first AC) · Tags: binary search, implementation

[Shik's solution](#)

546.

158D

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[Shik's solution](#)

547.

144B

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[Shik's solution](#)

548.

132A

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549.

135A

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550.

44C

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551.

123A

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552.

39F

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[Shik's solution](#)

553.

39H

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[Shik's solution](#)

554.

39B

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[Shik's solution](#)

555.

27B

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[Shik's solution](#)

556.

56B

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Quality: 4,024 global accepts · Rating: 1300 · first AC: 2011-10-11 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

557.

41C

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Quality: 4,195 global accepts · Rating: 1300 · first AC: 2011-10-03 · GNU C++ (first AC) · Tags: expression parsing, implementation

[Shik's solution](#)

558.

34C

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[Shik's solution](#)

559.

117A

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Quality: 2,226 global accepts · Rating: 1300 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

560.

99B

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561.

92B

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[Shik's solution](#)

562.

43C

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Quality: 4,762 global accepts · Rating: 1300 · first AC: 2011-08-11 · GNU C++ (first AC) · Tags: greedy

[Shik's solution](#)

563.

51A

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

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2011-08-11 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

564.

61B

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565.

49A

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[Shik's solution](#)

566.

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2011-08-11 · GNU C++ (first AC) · Tags: graphs, implementation, math

[Shik's solution](#)

567.

4C

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

Quality: 108,142 global accepts · Rating: 1300 · first AC: 2011-08-11 · GNU C++ (first AC) · Tags: data structures, hashing, implementation

[Shik's solution](#)

568.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1300 · first AC: 2011-08-01 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force

[Shik's solution](#)

569.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1300 · first AC: 2011-07-01 · GNU C++ (first AC) · Tags: greedy

[Shik's solution](#)

570.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,876 global accepts · Rating: 1300 · first AC: 2011-07-01 · GNU C++ (first AC) · Tags: brute force

[Shik's solution](#)

571.

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,273 global accepts · Rating: 1300 · first AC: 2011-07-01 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

572.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2011-07-01 · GNU C++ (first AC) · Tags: math

[Shik's solution](#)

573.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Shik's solution](#)

574.

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2011-05-13 · GNU C++ (first AC) · Tags: math

[Shik's solution](#)

575.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1300 · first AC: 2011-03-07 · GNU C++ (first AC) · Tags: implementation, strings

[Shik's solution](#)

576.

62A

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

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

[Shik's solution](#)

577.

54A

[Presents](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1300 · first AC: 2011-02-23 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

578.

60A

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

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

[Shik's solution](#)

579.

57A

[Square Earth?](#) · [Tutorial](#)

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

[Shik's solution](#)

580.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1300 · first AC: 2010-10-19 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

581.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Shik's solution](#)

582.

1144D

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

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Shik's solution](#)

583.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, interactive, math

[Shik's solution](#)

584.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Shik's solution](#)

585.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dsu

[Shik's solution](#)

586.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,584 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[Shik's solution](#)

587.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[Shik's solution](#)

588.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Shik's solution](#)

589.

1312C

[Adding Powers](#) · [Tutorial](#)

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

[Shik's solution](#)

590.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[Shik's solution](#)

591.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Shik's solution](#)

592.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Shik's solution](#)

593.

1091C

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

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

[Shik's solution](#)

594.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Shik's solution](#)

595.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Shik's solution](#)

596.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Shik's solution](#)

597.

866A

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

Rating: 1400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Shik's solution](#)

598.

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 1400 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Shik's solution](#)

599.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Shik's solution](#)

600.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Shik's solution](#)

601.

804B

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

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[Shik's solution](#)

602.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Shik's solution](#)

603.

713A

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

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

[Shik's solution](#)

604.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,057 global accepts · Rating: 1400 · first AC: 2016-09-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Shik's solution](#)

605.

711B

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

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Shik's solution](#)

606.

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2016-07-20 · Ruby (first AC) · Tags: brute force, implementation, math, strings

[Shik's solution](#)

607.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2016-07-20 · Ruby (first AC) · Tags: implementation

[Shik's solution](#)

608.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp

[Shik's solution](#)

609.

683D

[Chocolate Bar](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 1400 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special, math

[Shik's solution](#)

610.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[Shik's solution](#)

611.

677B

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

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation, math

[Shik's solution](#)

612.

650A

[Watchmen](#) · [Tutorial](#)

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

[Shik's solution](#)

613.

550B

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

Quality: 27,446 global accepts · Rating: 1400 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[Shik's solution](#)

614.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,896 global accepts · Rating: 1400 · first AC: 2011-05-04 · last AC: 2015-05-30 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

615.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, games

[Shik's solution](#)

616.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, strings

[Shik's solution](#)

617.

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: greedy, implementation, strings

[Shik's solution](#)

618.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force

[Shik's solution](#)

619.

489C

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

Quality: 51,680 global accepts · Rating: 1400 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: dp, greedy, implementation

[Shik's solution](#)

620.

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: greedy, sortings

[Shik's solution](#)

621.

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Shik's solution](#)

622.

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: greedy

[Shik's solution](#)

623.

470A

[Crystal Ball Sequence](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 1400 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special, implementation

[Shik's solution](#)

624.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,314 global accepts · Rating: 1400 · first AC: 2014-07-17 · GNU C++0x (first AC) · Tags: implementation, strings

[Shik's solution](#)

625.

436B

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

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: implementation, math

[Shik's solution](#)

626.

438A

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

Rating: 1400 · first AC: 2014-06-01 · GNU C++0x (first AC) · Tags: greedy, sortings

[Shik's solution](#)

627.

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-17 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs, implementation

[Shik's solution](#)

628.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,181 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++0x (first AC) · Tags: combinatorics, dp, number theory

[Shik's solution](#)

629.

401C

[Team](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1400 · first AC: 2014-03-14 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation

[Shik's solution](#)

630.

369B

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2013-12-03 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation, math
[Shik's solution](#)

631.

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2013-11-05 · GNU C++0x (first AC) · Tags: brute force, implementation
[Shik's solution](#)

632.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2013-11-03 · GNU C++0x (first AC) · Tags: constructive algorithms, dp, math
[Shik's solution](#)

633.

331A1

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 1400 · first AC: 2013-07-17 · GNU C++0x (first AC) · Tags: brute force, implementation
[Shik's solution](#)

634.

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: math
[Shik's solution](#)

635.

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,940 global accepts · Rating: 1400 · first AC: 2013-06-11 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[Shik's solution](#)

636.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,007 global accepts · Rating: 1400 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: data structures, implementation
[Shik's solution](#)

637.

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2013-03-23 · GNU C++ (first AC) · Tags: constructive algorithms, math
[Shik's solution](#)

638.

270B

[Multithreading](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 1400 · first AC: 2013-03-20 · GNU C++ (first AC) · Tags: data structures, greedy, implementation
[Shik's solution](#)

639.

279B

[Books](#) · [Tutorial](#)

Quality: 72,427 global accepts · Rating: 1400 · first AC: 2013-03-20 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, two pointers
[Shik's solution](#)

640.

277A

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

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu
[Shik's solution](#)

641.

175A

[Robot Bicorn Attack](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 1400 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: brute force, implementation

[Shik's solution](#)

642.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1400 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: brute force, hashing, implementation, math, strings

[Shik's solution](#)

643.

197B

[Limit](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1400 · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: math

[Shik's solution](#)

644.

245E

[Mishap in Club](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 1400 · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: greedy, implementation

[Shik's solution](#)

645.

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2013-01-25 · GNU C++ (first AC) · Tags: greedy, sortings

[Shik's solution](#)

646.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,586 global accepts · Rating: 1400 · first AC: 2013-01-25 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

647.

205B

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

Quality: 6,477 global accepts · Rating: 1400 · first AC: 2013-01-24 · GNU C++ (first AC) · Tags: brute force, greedy

[Shik's solution](#)

648.

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2013-01-24 · GNU C++ (first AC) · Tags: binary search, brute force, math

[Shik's solution](#)

649.

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2013-01-23 · GNU C++ (first AC) · Tags: math, number theory

[Shik's solution](#)

650.

253B

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

Quality: 12,373 global accepts · Rating: 1400 · first AC: 2013-01-23 · GNU C++ (first AC) · Tags: binary search, dp, sortings, two pointers

[Shik's solution](#)

651.

228B

[Two Tables](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 1400 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: brute force, implementation

[Shik's solution](#)

652.

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: math

[Shik's solution](#)

653.

219B

[Special Offer! Super Price 999 Bourles!](#) · [Tutorial](#)

Quality: 6,150 global accepts · Rating: 1400 · first AC: 2012-08-27 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

654.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2012-06-22 · GNU C++ (first AC) · Tags: shortest paths

[Shik's solution](#)

655.

188F

[Binary Notation](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1400 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation

[Shik's solution](#)

656.

188E

[HQ9+](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 1400 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation

[Shik's solution](#)

657.

188C

[LCM](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 1400 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation, math

[Shik's solution](#)

658.

175B

[Plane of Tanks: Pro](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2012-04-14 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

659.

130B

[Gnikool Ssalg](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 1400 · first AC: 2012-03-12 · Befunge (first AC) · Tags: *special, implementation, strings

[Shik's solution](#)

660.

159C

[String Manipulation 1.0](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: *special, binary search, brute force, data structures, strings

[Shik's solution](#)

661.

159A

[Friends or Not](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1400 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[Shik's solution](#)

662.

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,637 global accepts · Rating: 1400 · first AC: 2012-03-06 · GNU C++ (first AC) · Tags: combinatorics

[Shik's solution](#)

663.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2012-03-06 · GNU C++ (first AC) · Tags: geometry, math

[Shik's solution](#)

664.

158C

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

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, data structures, implementation

[Shik's solution](#)

665.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1400 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: games, math, number theory

[Shik's solution](#)

666.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: combinatorics, math

[Shik's solution](#)

667.

44E

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

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2011-11-28 · GNU C++ (first AC) · Tags: dp

[Shik's solution](#)

668.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2011-10-18 · last AC: 2011-11-07 · GNU C++ (first AC) · Tags: dp, greedy, trees

[Shik's solution](#)

669.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2011-10-18 · last AC: 2011-11-07 · GNU C++ (first AC) · Tags: brute force

[Shik's solution](#)

670.

125A

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

Quality: 3,232 global accepts · Rating: 1400 · first AC: 2011-11-07 · GNU C++0x (first AC) · Tags: math

[Shik's solution](#)

671.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2011-10-18 · last AC: 2011-11-07 · GNU C++ (first AC) · Tags: games, math

[Shik's solution](#)

672.

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2011-11-07 · GNU C++0x (first AC) · Tags: brute force, combinatorics, implementation

[Shik's solution](#)

673.

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2011-10-11 · GNU C++0x (first AC) · Tags: brute force, implementation

[Shik's solution](#)

674.

41B

[Martian Dollar](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2011-10-11 · GNU C++ (first AC) · Tags: brute force

[Shik's solution](#)

675.

111A

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

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2011-10-03 · GNU C++ (first AC) · Tags: greedy

[Shik's solution](#)

676.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1400 · first AC: 2011-10-03 · GNU C++ (first AC) · Tags: brute force, math

[Shik's solution](#)

677.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,561 global accepts · Rating: 1400 · first AC: 2011-10-03 · GNU C++ (first AC) · Tags: brute force

[Shik's solution](#)

678.

108B

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Quality: 2,735 global accepts · Rating: 1400 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: math, sortings

[Shik's solution](#)

679.

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,908 global accepts · Rating: 1400 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs

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680.

42A

[Guilty --- to the kitchen!](#) · [Tutorial](#)

Quality: 3,173 global accepts · Rating: 1400 · first AC: 2011-08-11 · GNU C++ (first AC) · Tags: greedy, implementation

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681.

24A

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Quality: 6,860 global accepts · Rating: 1400 · first AC: 2011-08-11 · GNU C++ (first AC) · Tags: graphs

[Shik's solution](#)

682.

26B

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Quality: 25,853 global accepts · Rating: 1400 · first AC: 2011-08-08 · GNU C++ (first AC) · Tags: greedy

[Shik's solution](#)

683.

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 1400 · first AC: 2011-05-19 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[Shik's solution](#)

684.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: implementation, sortings

[Shik's solution](#)

685.

60B

[Serial Time!](#) · [Tutorial](#)

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

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686.

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,141 global accepts · Rating: 1400 · first AC: 2010-06-24 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

687.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Shik's solution](#)

688.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Shik's solution](#)

689.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[Shik's solution](#)

690.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[Shik's solution](#)

691.

2107C

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

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[Shik's solution](#)

692.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Shik's solution](#)

693.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[Shik's solution](#)

694.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Shik's solution](#)

695.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-03-07 · Node.js (first AC) · Tags: binary search, greedy, implementation

[Shik's solution](#)

696.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[Shik's solution](#)

697.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Shik's solution](#)

698.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings

[Shik's solution](#)

699.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Shik's solution](#)

700.

953G

[Large Bouquets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-03-17 · PHP (first AC) · Tags: —

[Shik's solution](#)

701.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Shik's solution](#)

702.

901A

[Hashing Trees](#) · [Tutorial](#)

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

[Shik's solution](#)

703.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Shik's solution](#)

704.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Shik's solution](#)

705.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[Shik's solution](#)

706.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Shik's solution](#)

707.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[Shik's solution](#)

708.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Shik's solution](#)

709.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Shik's solution](#)

710.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Shik's solution](#)

711.

847A

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

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Shik's solution](#)

712.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Shik's solution](#)

713.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Shik's solution](#)

714.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Shik's solution](#)

715.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Shik's solution](#)

716.

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation
[Shik's solution](#)

717.

809A

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

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[Shik's solution](#)

718.

790A

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

Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Shik's solution](#)

719.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[Shik's solution](#)

720.

724B

[Batch Sort](#) · [Tutorial](#)

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

721.

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: math, number theory
[Shik's solution](#)

722.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,549 global accepts · Rating: 1500 · first AC: 2016-08-15 · last AC: 2016-08-15 · Rust (first AC) · Tags: data structures, greedy, implementation, sortings
[Shik's solution](#)

723.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees
[Shik's solution](#)

724.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[Shik's solution](#)

725.

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
[Shik's solution](#)

726.

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Shik's solution](#)

727.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,669 global accepts · Rating: 1500 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: combinatorics

[Shik's solution](#)

728.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,461 global accepts · Rating: 1500 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Shik's solution](#)

729.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,924 global accepts · Rating: 1500 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[Shik's solution](#)

730.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,928 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[Shik's solution](#)

731.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-09-04 · Ruby (first AC) · Tags: implementation

[Shik's solution](#)

732.

574B

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

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2015-08-31 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Shik's solution](#)

733.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Shik's solution](#)

734.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,641 global accepts · Rating: 1500 · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[Shik's solution](#)

735.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,137 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, math

[Shik's solution](#)

736.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, implementation

[Shik's solution](#)

737.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-13 · GNU C++ (first AC) · Tags: greedy, math

[Shik's solution](#)

738.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[Shik's solution](#)

739.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: greedy

[Shik's solution](#)

740.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: greedy

[Shik's solution](#)

741.

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: brute force, implementation, math, number theory

[Shik's solution](#)

742.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: greedy

[Shik's solution](#)

743.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: brute force, sortings

[Shik's solution](#)

744.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++0x (first AC) · Tags: constructive algorithms, number theory

[Shik's solution](#)

745.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2014-03-24 · GNU C++0x (first AC) · Tags: implementation, math

[Shik's solution](#)

746.

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2014-03-18 · GNU C++0x (first AC) · Tags: implementation, math

[Shik's solution](#)

747.

403A

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

Rating: 1500 · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs

[Shik's solution](#)

748.

358B

[Dima and Text Messages](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1500 · first AC: 2013-11-05 · GNU C++0x (first AC) · Tags: brute force, strings

[Shik's solution](#)

749.

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2013-10-15 · GNU C++0x (first AC) · Tags: data structures, dsu

[Shik's solution](#)

750.

341B

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

Rating: 1500 · first AC: 2013-08-30 · GNU C++0x (first AC) · Tags: binary search, data structures, dp

[Shik's solution](#)

751.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++0x (first AC) · Tags: dfs and similar, shortest paths

[Shik's solution](#)

752.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[Shik's solution](#)

753.

331A2

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2013-07-17 · GNU C++0x (first AC) · Tags: data structures, sortings

[Shik's solution](#)

754.

325A

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

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2013-07-13 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

755.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, data structures

[Shik's solution](#)

756.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, dfs and similar

[Shik's solution](#)

757.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: games, greedy

[Shik's solution](#)

758.

288B

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

Quality: 3,211 global accepts · Rating: 1500 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: combinatorics

[Shik's solution](#)

759.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[Shik's solution](#)

760.

254B

[Jury Size](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 1500 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: brute force, implementation

[Shik's solution](#)

761.

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: implementation, strings

[Shik's solution](#)

762.

177D2

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 1500 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: data structures

[Shik's solution](#)

763.

177C2

[Party](#) · [Tutorial](#)

Quality: 3,013 global accepts · Rating: 1500 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Shik's solution](#)

764.

177C1

[Party](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 1500 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[Shik's solution](#)

765.

245D

[Restoring Table](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 1500 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Shik's solution](#)

766.

237B

[Young Table](#) · [Tutorial](#)

Quality: 2,376 global accepts · Rating: 1500 · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: implementation, sortings

[Shik's solution](#)

767.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2013-01-21 · GNU C++ (first AC) · Tags: dp, number theory

[Shik's solution](#)

768.

265D

[Good Sequences](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-01-21 · GNU C++ (first AC) · Tags: dp, number theory

[Shik's solution](#)

769.

255C

[Almost Arithmetical Progression](#) · [Tutorial](#)

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2012-12-17 · GNU C++ (first AC) · Tags: brute force, dp

[Shik's solution](#)

770.

256A

[Almost Arithmetical Progression](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: binary search, dp, two pointers

[Shik's solution](#)

771.

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Shik's solution](#)

772.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: brute force, two pointers

[Shik's solution](#)

773.

224B

[Array](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2012-09-17 · GNU C++ (first AC) · Tags: bitmasks, implementation, two pointers

[Shik's solution](#)

774.

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp

[Shik's solution](#)

775.

204B

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

Quality: 5,909 global accepts · Rating: 1500 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: binary search, data structures

[Shik's solution](#)

776.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1500 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: dp

[Shik's solution](#)

777.

178D1

[Magic Squares](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1500 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

778.

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special, implementation, sortings

[Shik's solution](#)

779.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,860 global accepts · Rating: 1500 · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: binary search, implementation

[Shik's solution](#)

780.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2012-03-23 · GNU C++ (first AC) · Tags: dp, math, matrices

[Shik's solution](#)

781.

166C

[Median](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1500 · first AC: 2012-03-23 · GNU C++ (first AC) · Tags: greedy, math, sortings

[Shik's solution](#)

782.

64B

[Expression](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1500 · first AC: 2012-03-14 · Tcl (first AC) · Tags: *special, expression parsing

[Shik's solution](#)

783.

130D

[Exponentiation](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 1500 · first AC: 2012-03-12 · Befunge (first AC) · Tags: *special

[Shik's solution](#)

784.

130C

[Decimal sum](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 1500 · first AC: 2012-03-12 · Befunge (first AC) · Tags: *special

[Shik's solution](#)

785.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: *special, brute force, dp, strings

[Shik's solution](#)

786.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1500 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: brute force, dfs and similar, shortest paths

[Shik's solution](#)

787.

53D

[Physical Education](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1500 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: sortings

[Shik's solution](#)

788.

29B

[Traffic Lights](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1500 · first AC: 2012-03-08 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

789.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2012-03-06 · GNU C++ (first AC) · Tags: implementation, strings

[Shik's solution](#)

790.

149C

[Division into Teams](#) · [Tutorial](#)

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2012-03-06 · GNU C++ (first AC) · Tags: greedy, math, sortings

[Shik's solution](#)

791.

148B

[Escape](#) · [Tutorial](#)

Quality: 6,015 global accepts · Rating: 1500 · first AC: 2012-03-06 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

792.

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2011-12-20 · GNU C++ (first AC) · Tags: sortings

[Shik's solution](#)

793.

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2011-11-28 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

794.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2011-11-24 · GNU C++ (first AC) · Tags: dp, implementation

[Shik's solution](#)

795.

88B

[Keyboard](#) · [Tutorial](#)

Quality: 5,259 global accepts · Rating: 1500 · first AC: 2011-11-23 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

796.

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2011-11-23 · GNU C++ (first AC) · Tags: greedy, implementation, strings

[Shik's solution](#)

797.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,509 global accepts · Rating: 1500 · first AC: 2011-11-23 · GNU C++0x (first AC) · Tags: dfs and similar

[Shik's solution](#)

798.

49B

[Sum](#) · [Tutorial](#)

Quality: 2,802 global accepts · Rating: 1500 · first AC: 2011-11-16 · GNU C++ (first AC) · Tags: math

[Shik's solution](#)

799.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1500 · first AC: 2011-11-11 · GNU C++0x (first AC) · Tags: hashing, implementation, strings

[Shik's solution](#)

800.

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2011-11-07 · GNU C++0x (first AC) · Tags: strings

[Shik's solution](#)

801.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,652 global accepts · Rating: 1500 · first AC: 2011-10-11 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs

[Shik's solution](#)

802.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,958 global accepts · Rating: 1500 · first AC: 2011-10-11 · GNU C++ (first AC) · Tags: brute force, geometry

[Shik's solution](#)

803.

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2011-10-11 · GNU C++ (first AC) · Tags: greedy, strings

[Shik's solution](#)

804.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1500 · first AC: 2011-10-11 · GNU C++ (first AC) · Tags: binary search, data structures

[Shik's solution](#)

805.

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2011-10-11 · GNU C++ (first AC) · Tags: greedy

[Shik's solution](#)

806.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2011-10-11 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

807.

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2011-10-11 · GNU C++ (first AC) · Tags: expression parsing, implementation, strings

[Shik's solution](#)

808.

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2011-10-11 · GNU C++ (first AC) · Tags: bitmasks, brute force, graphs

[Shik's solution](#)

809.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: greedy, sortings

[Shik's solution](#)

810.

87A

[Trains](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1500 · first AC: 2011-06-07 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

811.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,225 global accepts · Rating: 1500 · first AC: 2011-05-15 · GNU C++ (first AC) · Tags: hashing, implementation

[Shik's solution](#)

812.

74B

[Train](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 1500 · first AC: 2011-04-15 · GNU C++ (first AC) · Tags: dp, games, greedy

[Shik's solution](#)

813.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2011-02-22 · GNU C++ (first AC) · Tags: brute force, dp

[Shik's solution](#)

814.

50B

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

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

[Shik's solution](#)

815.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,118 global accepts · Rating: 1500 · first AC: 2010-06-10 · GNU C++ (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[Shik's solution](#)

816.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, expression parsing, implementation

[Shik's solution](#)

817.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Shik's solution](#)

818.

1151D

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

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Shik's solution](#)

819.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[Shik's solution](#)

820.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Shik's solution](#)

821.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[Shik's solution](#)

822.

1305C

[Kuron and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,784 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Shik's solution](#)

823.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Shik's solution](#)

824.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Shik's solution](#)

825.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Shik's solution](#)

826.

1017C

[The Phone Number](#) · [Tutorial](#)

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

[Shik's solution](#)

827.

966A

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

Rating: 1600 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Shik's solution](#)

828.

956B

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

Rating: 1600 · first AC: 2018-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Shik's solution](#)

829.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Shik's solution](#)

830.

953D

[Choose Place](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-17 · JavaScript (first AC) · Tags: —

[Shik's solution](#)

831.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Shik's solution](#)

832.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, probabilities, strings

[Shik's solution](#)

833.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Shik's solution](#)

834.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Shik's solution](#)

835.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Shik's solution](#)

836.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Shik's solution](#)

837.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Shik's solution](#)

838.

847B

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

Quality: 6,286 global accepts · Rating: 1600 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Shik's solution](#)

839.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Shik's solution](#)

840.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Shik's solution](#)

841.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-03 · Ruby (first AC) · Tags: brute force, implementation

[Shik's solution](#)

842.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Shik's solution](#)

843.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Shik's solution](#)

844.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Shik's solution](#)

845.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[Shik's solution](#)

846.

785C

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

Quality: 7,818 global accepts · Rating: 1600 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Shik's solution](#)

847.

781A

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

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[Shik's solution](#)

848.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Shik's solution](#)

849.

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[Shik's solution](#)

850.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Shik's solution](#)

851.

741B

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

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

[Shik's solution](#)

852.

741A

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

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

[Shik's solution](#)

853.

733D

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

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: data structures, hashing

[Shik's solution](#)

854.

725C

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Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[Shik's solution](#)

855.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Shik's solution](#)

856.

712C

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

Quality: 6,202 global accepts · Rating: 1600 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: greedy, math

[Shik's solution](#)

857.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu

[Shik's solution](#)

858.

715A

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

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

[Shik's solution](#)

859.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: dp, strings

[Shik's solution](#)

860.

682C

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

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

[Shik's solution](#)

861.

683C

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

Quality: 335 global accepts · Rating: 1600 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[Shik's solution](#)

862.

683B

[The Teacher of Physical Education](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 1600 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[Shik's solution](#)

863.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[Shik's solution](#)

864.

674B

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

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

[Shik's solution](#)

865.

657A

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

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

[Shik's solution](#)

866.

655C

[Enduring Exodus](#) · [Tutorial](#)

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

[Shik's solution](#)

867.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[Shik's solution](#)

868.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,662 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: geometry, implementation

[Shik's solution](#)

869.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1600 · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: implementation

[Shik's solution](#)

870.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: binary search, dp

[Shik's solution](#)

871.

605A

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

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Shik's solution](#)

872.

603A

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

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, math

[Shik's solution](#)

873.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Shik's solution](#)

874.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[Shik's solution](#)

875.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Shik's solution](#)

876.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[Shik's solution](#)

877.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,314 global accepts · Rating: 1600 · first AC: 2011-02-03 · last AC: 2015-03-25 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

878.

518C

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

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, implementation

[Shik's solution](#)

879.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: constructive algorithms, strings

[Shik's solution](#)

880.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Shik's solution](#)

881.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Shik's solution](#)

882.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[Shik's solution](#)

883.

477A

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

Rating: 1600 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: math

[Shik's solution](#)

884.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: probabilities

[Shik's solution](#)

885.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: greedy, math

[Shik's solution](#)

886.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: dp

[Shik's solution](#)

887.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,951 global accepts · Rating: 1600 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: math

[Shik's solution](#)

888.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++0x (first AC) · Tags: brute force, geometry, implementation, math

[Shik's solution](#)

889.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++0x (first AC) · Tags: dp, implementation

[Shik's solution](#)

890.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: implementation, math

[Shik's solution](#)

891.

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2013-12-14 · GNU C++0x (first AC) · Tags: binary search, implementation, math

[Shik's solution](#)

892.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2013-12-13 · GNU C++0x (first AC) · Tags: binary search, greedy, sortings, two pointers

[Shik's solution](#)

893.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,500 global accepts · Rating: 1600 · first AC: 2013-12-12 · GNU C++0x (first AC) · Tags: binary search, brute force

[Shik's solution](#)

894.

369C

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

Quality: 12,034 global accepts · Rating: 1600 · first AC: 2013-12-03 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, trees

[Shik's solution](#)

895.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2013-11-19 · GNU C++0x (first AC) · Tags: combinatorics, data structures, implementation

[Shik's solution](#)

896.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-30 · GNU C++0x (first AC) · Tags: math

[Shik's solution](#)

897.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: combinatorics, math

[Shik's solution](#)

898.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: brute force

[Shik's solution](#)

899.

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: dfs and similar, dp

[Shik's solution](#)

900.

314A

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

Quality: 2,172 global accepts · Rating: 1600 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

901.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[Shik's solution](#)

902.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-14 · GNU C++ (first AC) · Tags: *special, bitmasks, brute force, implementation
[Shik's solution](#)

903.

283A

[Cows and Sequence](#) · [Tutorial](#)

Quality: 6,872 global accepts · Rating: 1600 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation
[Shik's solution](#)

904.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: number theory
[Shik's solution](#)

905.

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1600 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar
[Shik's solution](#)

906.

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: *special, brute force, implementation, number theory
[Shik's solution](#)

907.

250C

[Movie Critics](#) · [Tutorial](#)

Quality: 2,230 global accepts · Rating: 1600 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: greedy
[Shik's solution](#)

908.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs
[Shik's solution](#)

909.

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy
[Shik's solution](#)

910.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: constructive algorithms, games, math
[Shik's solution](#)

911.

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Shik's solution](#)

912.

237C

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

Quality: 6,647 global accepts · Rating: 1600 · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: binary search, number theory, two pointers

[Shik's solution](#)

913.

243A

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

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

[Shik's solution](#)

914.

234D

[Cinema](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: 1600 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

915.

234G

[Practice](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 1600 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer, implementation

[Shik's solution](#)

916.

240C

[Practice](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Shik's solution](#)

917.

240A

[Cinema](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

918.

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, graphs, greedy

[Shik's solution](#)

919.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: brute force, geometry

[Shik's solution](#)

920.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

[Shik's solution](#)

921.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: binary search, greedy, number theory

[Shik's solution](#)

922.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2012-08-28 · GNU C++ (first AC) · Tags: brute force, dp, greedy

[Shik's solution](#)

923.

214B

[Homework](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Shik's solution](#)

924.

188G

[Array Sorting](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 1600 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation

[Shik's solution](#)

925.

178C1

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 1600 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

926.

178B1

[Greedy Merchants](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 1600 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

927.

178B2

[Greedy Merchants](#) · [Tutorial](#)

Quality: 770 global accepts · Rating: 1600 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

928.

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2012-04-14 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, two pointers

[Shik's solution](#)

929.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[Shik's solution](#)

930.

64C

[Table](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 1600 · first AC: 2012-03-14 · Tcl (first AC) · Tags: *special, greedy, implementation, math

[Shik's solution](#)

931.

28A

[Bender Problem](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 1600 · first AC: 2012-03-13 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

932.

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2012-03-13 · GNU C++ (first AC) · Tags: combinatorics

[Shik's solution](#)

933.

125C

[Hobbits' Party](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 1600 · first AC: 2012-03-13 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[Shik's solution](#)

934.

130H

[Balanced brackets](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 1600 · first AC: 2012-03-12 · Befunge (first AC) · Tags: *special
[Shik's solution](#)

935.

130F

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

Quality: 300 global accepts · Rating: 1600 · first AC: 2012-03-12 · Befunge (first AC) · Tags: *special
[Shik's solution](#)

936.

130E

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

Quality: 323 global accepts · Rating: 1600 · first AC: 2012-03-12 · Befunge (first AC) · Tags: *special
[Shik's solution](#)

937.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,517 global accepts · Rating: 1600 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs
[Shik's solution](#)

938.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2012-03-08 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation
[Shik's solution](#)

939.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2012-03-07 · GNU C++ (first AC) · Tags: brute force, math
[Shik's solution](#)

940.

139B

[Wallpaper](#) · [Tutorial](#)

Quality: 1,460 global accepts · Rating: 1600 · first AC: 2012-03-07 · GNU C++ (first AC) · Tags: implementation, math
[Shik's solution](#)

941.

149B

[Martian Clock](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 1600 · first AC: 2012-03-06 · GNU C++ (first AC) · Tags: implementation
[Shik's solution](#)

942.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: math, number theory
[Shik's solution](#)

943.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: greedy
[Shik's solution](#)

944.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,315 global accepts · Rating: 1600 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[Shik's solution](#)

945.

138A

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

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: implementation
[Shik's solution](#)

946.

135B

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

Quality: 2,653 global accepts · Rating: 1600 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: brute force, geometry, math
[Shik's solution](#)

947.

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[Shik's solution](#)

948.

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2011-11-23 · GNU C++ (first AC) · Tags: math
[Shik's solution](#)

949.

113A

[Grammar Lessons](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1600 · first AC: 2011-11-23 · GNU C++ (first AC) · Tags: implementation, strings
[Shik's solution](#)

950.

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2011-11-20 · GNU C++ (first AC) · Tags: implementation
[Shik's solution](#)

951.

40B

[Repaintings](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2011-11-20 · GNU C++ (first AC) · Tags: math
[Shik's solution](#)

952.

59C

[Title](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 1600 · first AC: 2011-11-19 · GNU C++ (first AC) · Tags: expression parsing
[Shik's solution](#)

953.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,488 global accepts · Rating: 1600 · first AC: 2011-10-11 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[Shik's solution](#)

954.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,648 global accepts · Rating: 1600 · first AC: 2011-10-11 · GNU C++ (first AC) · Tags: binary search, number theory
[Shik's solution](#)

955.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2011-10-11 · GNU C++ (first AC) · Tags: math

[Shik's solution](#)

956.

46C

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

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2011-10-11 · GNU C++ (first AC) · Tags: two pointers

[Shik's solution](#)

957.

73A

[The Elder Trolls IV: Oblivon](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1600 · first AC: 2011-10-11 · GNU C++ (first AC) · Tags: greedy, math

[Shik's solution](#)

958.

71C

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

Quality: 7,329 global accepts · Rating: 1600 · first AC: 2011-10-03 · GNU C++ (first AC) · Tags: dp, math, number theory

[Shik's solution](#)

959.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2011-09-22 · GNU C++ (first AC) · Tags: binary search

[Shik's solution](#)

960.

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2011-09-22 · GNU C++ (first AC) · Tags: expression parsing, greedy, strings

[Shik's solution](#)

961.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,273 global accepts · Rating: 1600 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[Shik's solution](#)

962.

95A

[Hockey](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1600 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: implementation, strings

[Shik's solution](#)

963.

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,447 global accepts · Rating: 1600 · first AC: 2011-02-21 · GNU C++ (first AC) · Tags: brute force

[Shik's solution](#)

964.

57B

[Martian Architecture](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

965.

36B

[Fractal](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 1600 · first AC: 2010-10-19 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

966.

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2010-07-09 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, math

[Shik's solution](#)

967.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[Shik's solution](#)

968.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Shik's solution](#)

969.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[Shik's solution](#)

970.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Shik's solution](#)

971.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Shik's solution](#)

972.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Shik's solution](#)

973.

1312D

[Count the Arrays](#) · [Tutorial](#)

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

[Shik's solution](#)

974.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Shik's solution](#)

975.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[Shik's solution](#)

976.

1091D

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

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

[Shik's solution](#)

977.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · last AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Shik's solution](#)

978.

966B

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

Rating: 1700 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Shik's solution](#)

979.

956C

[Riverside Curio](#) · [Tutorial](#)

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

[Shik's solution](#)

980.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Shik's solution](#)

981.

953I

[A Vital Problem](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-17 · Rust (first AC) · Tags: —

[Shik's solution](#)

982.

953C

[Is This a Zebra?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-17 · Haskell (first AC) · Tags: —

[Shik's solution](#)

983.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Shik's solution](#)

984.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[Shik's solution](#)

985.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[Shik's solution](#)

986.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2018-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Shik's solution](#)

987.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

[Shik's solution](#)

988.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[Shik's solution](#)

989.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings

[Shik's solution](#)

990.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

[Shik's solution](#)

991.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Shik's solution](#)

992.

765D

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

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math

[Shik's solution](#)

993.

761D

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

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[Shik's solution](#)

994.

759A

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

Rating: 1700 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Shik's solution](#)

995.

732D

[Exams](#) · [Tutorial](#)

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

[Shik's solution](#)

996.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: dp, implementation, math

[Shik's solution](#)

997.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Shik's solution](#)

998.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp

[Shik's solution](#)

999.

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

[Shik's solution](#)

1000.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[Shik's solution](#)

1001.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: *special, implementation

[Shik's solution](#)

1002.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: data structures, sortings

[Shik's solution](#)

1003.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures

[Shik's solution](#)

1004.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: dp, math

[Shik's solution](#)

1005.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Shik's solution](#)

1006.

605B

[Lazy Student](#) · [Tutorial](#)

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

[Shik's solution](#)

1007.

590A

[Median Smoothing](#) · [Tutorial](#)

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

[Shik's solution](#)

1008.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[Shik's solution](#)

1009.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings
[Shik's solution](#)

1010.

582A

[GCD Table](#) · [Tutorial](#)

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

1011.

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings
[Shik's solution](#)

1012.

546D

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

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math, number theory
[Shik's solution](#)

1013.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation
[Shik's solution](#)

1014.

518D

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

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, probabilities
[Shik's solution](#)

1015.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs
[Shik's solution](#)

1016.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,393 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms
[Shik's solution](#)

1017.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: binary search, greedy, hashing, implementation, sortings
[Shik's solution](#)

1018.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-09-26 · Ruby (first AC) · Tags: binary search, brute force, greedy, math
[Shik's solution](#)

1019.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: binary search, data structures, greedy
[Shik's solution](#)

1020.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: greedy, strings
[Shik's solution](#)

1021.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: greedy, math
[Shik's solution](#)

1022.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-07-16 · GNU C++0x (first AC) · Tags: bitmasks, brute force, implementation
[Shik's solution](#)

1023.

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2014-06-05 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, implementation, number theory
[Shik's solution](#)

1024.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1700 · first AC: 2014-06-05 · GNU C++0x (first AC) · Tags: binary search, sortings, ternary search, two pointers
[Shik's solution](#)

1025.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2014-05-06 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, two pointers
[Shik's solution](#)

1026.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy
[Shik's solution](#)

1027.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-14 · GNU C++0x (first AC) · Tags: greedy, implementation
[Shik's solution](#)

1028.

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2013-07-17 · GNU C++0x (first AC) · Tags: implementation

[Shik's solution](#)

1029.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2013-06-28 · GNU C++0x (first AC) · Tags: binary search, implementation, math

[Shik's solution](#)

1030.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms

[Shik's solution](#)

1031.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 1700 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[Shik's solution](#)

1032.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

1033.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs

[Shik's solution](#)

1034.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[Shik's solution](#)

1035.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Shik's solution](#)

1036.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: binary search, data structures, graphs, shortest paths

[Shik's solution](#)

1037.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: dp, matrices

[Shik's solution](#)

1038.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 1700 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: data structures, expression parsing, implementation

[Shik's solution](#)

1039.

216D

[Spider's Web](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 1700 · first AC: 2012-08-14 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

[Shik's solution](#)

1040.

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,029 global accepts · Rating: 1700 · first AC: 2012-08-14 · GNU C++ (first AC) · Tags: dfs and similar, implementation

[Shik's solution](#)

1041.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: dfs and similar, greedy

[Shik's solution](#)

1042.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[Shik's solution](#)

1043.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2012-06-22 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

1044.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, trees

[Shik's solution](#)

1045.

191B

[Demonstration](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: greedy

[Shik's solution](#)

1046.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: dp

[Shik's solution](#)

1047.

164A

[Variable, or There and Back Again](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Shik's solution](#)

1048.

163A

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

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

[Shik's solution](#)

1049.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2012-03-14 · GNU C++ (first AC) · Tags: dp, greedy

[Shik's solution](#)

1050.

56C

[Corporation Mail](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 1700 · first AC: 2012-03-14 · GNU C++ (first AC) · Tags: data structures, expression parsing,

implementation

[Shik's solution](#)

1051.

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2012-03-14 · GNU C++ (first AC) · Tags: math

[Shik's solution](#)

1052.

35B

[Warehouse](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 1700 · first AC: 2012-03-14 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

1053.

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2012-03-14 · GNU C++ (first AC) · Tags: dp, greedy, math

[Shik's solution](#)

1054.

31C

[Schedule](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 1700 · first AC: 2012-03-14 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

1055.

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2012-03-14 · GNU C++ (first AC) · Tags: brute force, math

[Shik's solution](#)

1056.

98A

[Help Victoria the Wise](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 1700 · first AC: 2012-03-14 · GNU C++ (first AC) · Tags: brute force, implementation

[Shik's solution](#)

1057.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1700 · first AC: 2012-03-13 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[Shik's solution](#)

1058.

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,479 global accepts · Rating: 1700 · first AC: 2012-03-13 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, implementation

[Shik's solution](#)

1059.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2012-03-13 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[Shik's solution](#)

1060.

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2012-03-13 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Shik's solution](#)

1061.

130G

[CAPS LOCK ON](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 1700 · first AC: 2012-03-12 · Befunge (first AC) · Tags: *special

[Shik's solution](#)

1062.

30B

[Codeforces World Finals](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 1700 · first AC: 2012-03-12 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

1063.

42B

[Game of chess unfinished](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 1700 · first AC: 2012-03-12 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

1064.

76E

[Points](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2012-03-12 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

1065.

159E

[Zebra Tower](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 1700 · first AC: 2012-03-12 · GNU C++ (first AC) · Tags: *special, data structures, greedy, sortings

[Shik's solution](#)

1066.

161B

[Discounts](#) · [Tutorial](#)

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

[Shik's solution](#)

1067.

51B

[bHTML Tables Analysys](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 1700 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: expression parsing

[Shik's solution](#)

1068.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

1069.

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2012-03-08 · GNU C++ (first AC) · Tags: brute force, implementation

[Shik's solution](#)

1070.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2012-03-07 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Shik's solution](#)

1071.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2012-03-07 · GNU C++ (first AC) · Tags: brute force

[Shik's solution](#)

1072.

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2012-03-07 · GNU C++ (first AC) · Tags: implementation, math, sortings
[Shik's solution](#)

1073.

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2012-03-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[Shik's solution](#)

1074.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: geometry, math
[Shik's solution](#)

1075.

131E

[Yet Another Task with Queens](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: sortings
[Shik's solution](#)

1076.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1700 · first AC: 2011-11-28 · GNU C++ (first AC) · Tags: dp
[Shik's solution](#)

1077.

84C

[Biathlon](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1700 · first AC: 2011-11-24 · GNU C++ (first AC) · Tags: binary search, implementation
[Shik's solution](#)

1078.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,474 global accepts · Rating: 1700 · first AC: 2011-10-11 · GNU C++0x (first AC) · Tags: dp
[Shik's solution](#)

1079.

4D

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

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2011-10-11 · GNU C++ (first AC) · Tags: dp, sortings
[Shik's solution](#)

1080.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2011-10-11 · GNU C++ (first AC) · Tags: dp
[Shik's solution](#)

1081.

105A

[Transmigration](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 1700 · first AC: 2011-09-13 · GNU C++ (first AC) · Tags: implementation
[Shik's solution](#)

1082.

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2011-07-01 · GNU C++ (first AC) · Tags: constructive algorithms, hashing, implementation
[Shik's solution](#)

1083.

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

1084.

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: greedy, math, sortings

[Shik's solution](#)

1085.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: implementation, strings

[Shik's solution](#)

1086.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2011-03-07 · Python 2 (first AC) · Tags: constructive algorithms, math, number theory

[Shik's solution](#)

1087.

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 1700 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Shik's solution](#)

1088.

63C

[Bulls and Cows](#) · [Tutorial](#)

Quality: 2,002 global accepts · Rating: 1700 · first AC: 2011-03-01 · GNU C++ (first AC) · Tags: brute force, implementation

[Shik's solution](#)

1089.

22C

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

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2011-02-22 · GNU C++ (first AC) · Tags: graphs

[Shik's solution](#)

1090.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Shik's solution](#)

1091.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[Shik's solution](#)

1092.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Shik's solution](#)

1093.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[Shik's solution](#)

1094.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[Shik's solution](#)

1095.

1109B

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

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[Shik's solution](#)

1096.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Shik's solution](#)

1097.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Shik's solution](#)

1098.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Shik's solution](#)

1099.

947C

[Perfect Security](#) · [Tutorial](#)

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

[Shik's solution](#)

1100.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2018-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Shik's solution](#)

1101.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2018-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Shik's solution](#)

1102.

913D

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

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

[Shik's solution](#)

1103.

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Shik's solution](#)

1104.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[Shik's solution](#)

1105.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,028 global accepts · Rating: 1800 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer
[Shik's solution](#)

1106.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[Shik's solution](#)

1107.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Shik's solution](#)

1108.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[Shik's solution](#)

1109.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[Shik's solution](#)

1110.

846F

[Random Query](#) · [Tutorial](#)

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

1111.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[Shik's solution](#)

1112.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[Shik's solution](#)

1113.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings
[Shik's solution](#)

1114.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[Shik's solution](#)

1115.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[Shik's solution](#)

1116.

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Shik's solution](#)

1117.

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Shik's solution](#)

1118.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[Shik's solution](#)

1119.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Shik's solution](#)

1120.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · last AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Shik's solution](#)

1121.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Shik's solution](#)

1122.

776C

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

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · last AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[Shik's solution](#)

1123.

768C

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

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[Shik's solution](#)

1124.

733C

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

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, two

pointers

[Shik's solution](#)

1125.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · last AC: 2016-10-23 · GNU C++11 (first AC) · Tags: data structures, greedy

[Shik's solution](#)

1126.

724C

[Ray Tracing](#) · [Tutorial](#)

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

[Shik's solution](#)

1127.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · last AC: 2016-08-31 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[Shik's solution](#)

1128.

706D

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

Quality: 12,585 global accepts · Rating: 1800 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[Shik's solution](#)

1129.

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

[Shik's solution](#)

1130.

683F

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

Quality: 168 global accepts · Rating: 1800 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[Shik's solution](#)

1131.

683E

[Hammer throwing](#) · [Tutorial](#)

Quality: 202 global accepts · Rating: 1800 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[Shik's solution](#)

1132.

666A

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

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[Shik's solution](#)

1133.

671A

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

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation

[Shik's solution](#)

1134.

655D

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

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

[Shik's solution](#)

1135.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,160 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities
[Shik's solution](#)

1136.

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
[Shik's solution](#)

1137.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory
[Shik's solution](#)

1138.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2015-10-19 · GNU C++11 (first AC) · Tags: dp
[Shik's solution](#)

1139.

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: brute force, implementation
[Shik's solution](#)

1140.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,119 global accepts · Rating: 1800 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[Shik's solution](#)

1141.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: bitmasks, dp
[Shik's solution](#)

1142.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: dp, greedy
[Shik's solution](#)

1143.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2015-03-03 · GNU C++0x (first AC) · Tags: data structures, dp, two pointers
[Shik's solution](#)

1144.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle
[Shik's solution](#)

1145.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, divide and conquer, math

[Shik's solution](#)

1146.

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, trees

[Shik's solution](#)

1147.

478C

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

Quality: 20,591 global accepts · Rating: 1800 · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: greedy

[Shik's solution](#)

1148.

471D

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

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2014-09-26 · Ruby (first AC) · Tags: string suffix structures, strings

[Shik's solution](#)

1149.

470B

[Hexakosioihexekontahehexaphobia](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 1800 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special

[Shik's solution](#)

1150.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[Shik's solution](#)

1151.

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2014-07-17 · GNU C++0x (first AC) · Tags: binary search, brute force

[Shik's solution](#)

1152.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,110 global accepts · Rating: 1800 · first AC: 2014-07-16 · GNU C++0x (first AC) · Tags: greedy, math, probabilities

[Shik's solution](#)

1153.

436C

[Dungeons and Candies](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: dsu, graphs, greedy, trees

[Shik's solution](#)

1154.

434A

[Ryouko's Memory Note](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-05-24 · GNU C++0x (first AC) · Tags: math, sortings

[Shik's solution](#)

1155.

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2014-04-22 · GNU C++0x (first AC) · Tags: implementation

[Shik's solution](#)

1156.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2014-03-24 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, sortings

[Shik's solution](#)

1157.

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: dp, greedy, math, number theory

[Shik's solution](#)

1158.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2013-12-12 · last AC: 2014-01-15 · GNU C++0x (first AC) · Tags: data structures, dsu, implementation, trees

[Shik's solution](#)

1159.

370C

[Mittens](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 1800 · first AC: 2013-12-07 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, sortings

[Shik's solution](#)

1160.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2013-11-05 · GNU C++0x (first AC) · Tags: dp, greedy

[Shik's solution](#)

1161.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2013-10-10 · GNU C++0x (first AC) · Tags: dp, greedy, implementation, math

[Shik's solution](#)

1162.

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2013-07-13 · GNU C++0x (first AC) · Tags: binary search, math

[Shik's solution](#)

1163.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: data structures, implementation, two pointers

[Shik's solution](#)

1164.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

[Shik's solution](#)

1165.

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: geometry

[Shik's solution](#)

1166.

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,201 global accepts · Rating: 1800 · first AC: 2012-12-17 · GNU C++ (first AC) · Tags: binary search, implementation, math

[Shik's solution](#)

1167.

256B

[Mr. Bender and Square](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: binary search, brute force, math

[Shik's solution](#)

1168.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[Shik's solution](#)

1169.

234F

[Fence](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1800 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: dp

[Shik's solution](#)

1170.

240B

[Fence](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: dp

[Shik's solution](#)

1171.

222C

[Reducing Fractions](#) · [Tutorial](#)

Quality: 2,926 global accepts · Rating: 1800 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: implementation, math, number theory, sortings

[Shik's solution](#)

1172.

220B

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

Quality: 12,883 global accepts · Rating: 1800 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: constructive algorithms, data structures

[Shik's solution](#)

1173.

216C

[Hiring Staff](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1800 · first AC: 2012-08-14 · GNU C++ (first AC) · Tags: greedy

[Shik's solution](#)

1174.

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: math, ternary search

[Shik's solution](#)

1175.

188H

[Stack](#) · [Tutorial](#)

Quality: 686 global accepts · Rating: 1800 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, expression parsing, implementation

[Shik's solution](#)

1176.

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2012-05-04 · last AC: 2012-05-04 · MS C++ (first AC) · Tags: math, ternary search

[Shik's solution](#)

1177.

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 1800 · first AC: 2012-04-28 · last AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

1178.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1800 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[Shik's solution](#)

1179.

48C

[The Race](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2012-03-14 · GNU C++ (first AC) · Tags: math

[Shik's solution](#)

1180.

64D

[Presents](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 1800 · first AC: 2012-03-14 · Tcl (first AC) · Tags: *special, greedy

[Shik's solution](#)

1181.

64E

[Prime Segment](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 1800 · first AC: 2012-03-14 · Tcl (first AC) · Tags: *special, brute force, math, number theory

[Shik's solution](#)

1182.

49D

[Game](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2012-03-14 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[Shik's solution](#)

1183.

46D

[Parking Lot](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2012-03-13 · GNU C++ (first AC) · Tags: data structures, implementation

[Shik's solution](#)

1184.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,912 global accepts · Rating: 1800 · first AC: 2012-03-13 · GNU C++ (first AC) · Tags: binary search, greedy

[Shik's solution](#)

1185.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1800 · first AC: 2012-03-13 · GNU C++ (first AC) · Tags: dp, probabilities

[Shik's solution](#)

1186.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2012-03-13 · GNU C++ (first AC) · Tags: dp, sortings

[Shik's solution](#)

1187.

67B

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

Quality: 944 global accepts · Rating: 1800 · first AC: 2012-03-13 · GNU C++ (first AC) · Tags: greedy

[Shik's solution](#)

1188.

130J

[Date calculation](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 1800 · first AC: 2012-03-12 · Befunge (first AC) · Tags: *special

[Shik's solution](#)

1189.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,177 global accepts · Rating: 1800 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[Shik's solution](#)

1190.

123B

[Squares](#) · [Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: math

[Shik's solution](#)

1191.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: dp

[Shik's solution](#)

1192.

24C

[Sequence of points](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: geometry, implementation, math

[Shik's solution](#)

1193.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[Shik's solution](#)

1194.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Shik's solution](#)

1195.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: constructive algorithms

[Shik's solution](#)

1196.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: binary search, math, sortings

[Shik's solution](#)

1197.

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: brute force

[Shik's solution](#)

1198.

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: dp

[Shik's solution](#)

1199.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: math, number theory

[Shik's solution](#)

1200.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 1800 · first AC: 2012-03-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[Shik's solution](#)

1201.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2012-03-07 · GNU C++ (first AC) · Tags: dp, games, math, probabilities

[Shik's solution](#)

1202.

140B

[New Year Cards](#) · [Tutorial](#)

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

[Shik's solution](#)

1203.

140D

[New Year Contest](#) · [Tutorial](#)

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

[Shik's solution](#)

1204.

140C

[New Year Snowmen](#) · [Tutorial](#)

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

[Shik's solution](#)

1205.

44D

[Hyperdrive](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1800 · first AC: 2011-11-28 · GNU C++ (first AC) · Tags: math

[Shik's solution](#)

1206.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2011-11-24 · GNU C++ (first AC) · Tags: data structures, implementation

[Shik's solution](#)

1207.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2011-11-23 · GNU C++ (first AC) · Tags: math, probabilities

[Shik's solution](#)

1208.

105B

[Dark Assembly](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 1800 · first AC: 2011-11-23 · GNU C++ (first AC) · Tags: brute force, probabilities

[Shik's solution](#)

1209.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,722 global accepts · Rating: 1800 · first AC: 2011-11-20 · GNU C++ (first AC) · Tags: shortest paths

[Shik's solution](#)

1210.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2011-11-16 · GNU C++ (first AC) · Tags: greedy

[Shik's solution](#)

1211.

120G

[Boom](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 1800 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: implementation

[Shik's solution](#)

1212.

120H

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

Quality: 1,590 global accepts · Rating: 1800 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: graph matchings

[Shik's solution](#)

1213.

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: brute force, number theory

[Shik's solution](#)

1214.

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2011-07-08 · last AC: 2011-07-08 · GNU C++ (first AC) · Tags: dp, greedy

[Shik's solution](#)

1215.

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: greedy

[Shik's solution](#)

1216.

87B

[Vasya and Types](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 1800 · first AC: 2011-06-07 · GNU C++ (first AC) · Tags: implementation, strings

[Shik's solution](#)

1217.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1800 · first AC: 2011-06-01 · GNU C++ (first AC) · Tags: brute force, games, implementation

[Shik's solution](#)

1218.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2011-05-27 · GNU C++ (first AC) · Tags: dp, graphs, greedy, implementation

[Shik's solution](#)

1219.

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: data structures, greedy

[Shik's solution](#)

1220.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[Shik's solution](#)

1221.

66C

[Petya and File System](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 1800 · first AC: 2011-03-07 · GNU C++ (first AC) · Tags: data structures, implementation

[Shik's solution](#)

1222.

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,014 global accepts · Rating: 1800 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: implementation, math

[Shik's solution](#)

1223.

62B

[Tyndex.Brome](#) · [Tutorial](#)

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

[Shik's solution](#)

1224.

54B

[Cutting Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 1800 · first AC: 2011-02-23 · GNU C++ (first AC) · Tags: hashing, implementation

[Shik's solution](#)

1225.

37B

[Computer Game](#) · [Tutorial](#)

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

[Shik's solution](#)

1226.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,417 global accepts · Rating: 1800 · first AC: 2010-06-04 · GNU C++ (first AC) · Tags: binary search, number theory

[Shik's solution](#)

1227.

15B

[Laser](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 1800 · first AC: 2010-05-29 · GNU C++ (first AC) · Tags: math

[Shik's solution](#)

1228.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[Shik's solution](#)

1229.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Shik's solution](#)

1230.

1162D

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory, strings

[Shik's solution](#)

1231.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Shik's solution](#)

1232.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Shik's solution](#)

1233.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Shik's solution](#)

1234.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Shik's solution](#)

1235.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[Shik's solution](#)

1236.

1078A

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

Rating: 1900 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math, shortest paths

[Shik's solution](#)

1237.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Shik's solution](#)

1238.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures

[Shik's solution](#)

1239.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Shik's solution](#)

1240.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[Shik's solution](#)

1241.

953E

[Merge Equal Elements](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-03-17 · Python 2 (first AC) · Tags: —

[Shik's solution](#)

1242.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Shik's solution](#)

1243.

883G

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

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Shik's solution](#)

1244.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Shik's solution](#)

1245.

781B

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-05 · last AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

[Shik's solution](#)

1246.

866B

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Shik's solution](#)

1247.

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Shik's solution](#)

1248.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, math

[Shik's solution](#)

1249.

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Shik's solution](#)

1250.

848B

[Rooter's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[Shik's solution](#)

1251.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1900 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Shik's solution](#)

1252.

780D

[Innokenty and a Football League](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1900 · first AC: 2017-03-11 · last AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, graphs, greedy, implementation, shortest paths, strings

[Shik's solution](#)

1253.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings

[Shik's solution](#)

1254.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy

[Shik's solution](#)

1255.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · last AC: 2017-01-02 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[Shik's solution](#)

1256.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Shik's solution](#)

1257.

724D

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

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

[Shik's solution](#)

1258.

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

[Shik's solution](#)

1259.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Shik's solution](#)

1260.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Shik's solution](#)

1261.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2016-08-17 · Rust (first AC) · Tags: combinatorics, divide and conquer, dp

[Shik's solution](#)

1262.

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

[Shik's solution](#)

1263.

687C

[The Values You Can Make](#) · [Tutorial](#)

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

[Shik's solution](#)

1264.

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

[Shik's solution](#)

1265.

683G

[The Fraction](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 1900 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[Shik's solution](#)

1266.

683H

[Exchange of Books](#) · [Tutorial](#)

Quality: 124 global accepts · Rating: 1900 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[Shik's solution](#)

1267.

661B

[Seasons](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 1900 · first AC: 2016-04-13 · J (first AC) · Tags: *special

[Shik's solution](#)

1268.

661F

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

Quality: 603 global accepts · Rating: 1900 · first AC: 2016-04-13 · J (first AC) · Tags: *special

[Shik's solution](#)

1269.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: *special

[Shik's solution](#)

1270.

656G

[You're a Professional](#) · [Tutorial](#)

Quality: 512 global accepts · Rating: 1900 · first AC: 2016-04-08 · Ruby (first AC) · Tags: *special

[Shik's solution](#)

1271.

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2016-03-19 · last AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[Shik's solution](#)

1272.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers

[Shik's solution](#)

1273.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[Shik's solution](#)

1274.

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[Shik's solution](#)

1275.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[Shik's solution](#)

1276.

582B

[Once Again...](#) · [Tutorial](#)

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

[Shik's solution](#)

1277.

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2013-01-28 · last AC: 2015-07-24 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp

[Shik's solution](#)

1278.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[Shik's solution](#)

1279.

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2015-06-18 · last AC: 2015-06-19 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[Shik's solution](#)

1280.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[Shik's solution](#)

1281.

549D

[Haar Features](#) · [Tutorial](#)

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

[Shik's solution](#)

1282.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[Shik's solution](#)

1283.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[Shik's solution](#)

1284.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: dp, probabilities

[Shik's solution](#)

1285.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 1900 · first AC: 2015-04-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[Shik's solution](#)

1286.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,880 global accepts · Rating: 1900 · first AC: 2015-04-16 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Shik's solution](#)

1287.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Shik's solution](#)

1288.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[Shik's solution](#)

1289.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[Shik's solution](#)

1290.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Shik's solution](#)

1291.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation

[Shik's solution](#)

1292.

480C

[Riding in a Lift](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: combinatorics, dp, implementation

[Shik's solution](#)

1293.

477B

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

Rating: 1900 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: math

[Shik's solution](#)

1294.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 1900 · first AC: 2014-09-30 · GNU C++0x (first AC) · Tags: greedy, hashing, implementation

[Shik's solution](#)

1295.

463D

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

Quality: 7,296 global accepts · Rating: 1900 · first AC: 2014-09-30 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Shik's solution](#)

1296.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, shortest paths, trees
[Shik's solution](#)

1297.

470C

[Eval](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 1900 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special
[Shik's solution](#)

1298.

470D

[Caesar Cipher](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 1900 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special
[Shik's solution](#)

1299.

470E

[Chessboard](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 1900 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special
[Shik's solution](#)

1300.

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: greedy, implementation
[Shik's solution](#)

1301.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2014-07-17 · GNU C++0x (first AC) · Tags: divide and conquer, dp, greedy
[Shik's solution](#)

1302.

438B

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

Rating: 1900 · first AC: 2014-06-01 · GNU C++0x (first AC) · Tags: dp, dsu, sortings
[Shik's solution](#)

1303.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2014-04-22 · GNU C++0x (first AC) · Tags: data structures, graphs, implementation, two pointers
[Shik's solution](#)

1304.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-04-17 · GNU C++0x (first AC) · Tags: bitmasks, dp, sortings
[Shik's solution](#)

1305.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2014-03-24 · GNU C++0x (first AC) · Tags: dp, implementation
[Shik's solution](#)

1306.

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-29 · GNU C++0x (first AC) · Tags: binary search, data structures, greedy, sortings

[Shik's solution](#)

1307.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2013-12-14 · GNU C++0x (first AC) · Tags: dp

[Shik's solution](#)

1308.

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-13 · GNU C++0x (first AC) · Tags: brute force, divide and conquer, dp

[Shik's solution](#)

1309.

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 1900 · first AC: 2013-11-03 · GNU C++0x (first AC) · Tags: math, number theory

[Shik's solution](#)

1310.

356B

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

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2013-10-15 · GNU C++0x (first AC) · Tags: implementation, math

[Shik's solution](#)

1311.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2013-10-10 · GNU C++0x (first AC) · Tags: combinatorics, dp, probabilities

[Shik's solution](#)

1312.

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2013-07-17 · GNU C++0x (first AC) · Tags: data structures

[Shik's solution](#)

1313.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2013-06-23 · GNU C++0x (first AC) · Tags: data structures, implementation

[Shik's solution](#)

1314.

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: binary search, bitmasks, greedy

[Shik's solution](#)

1315.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: data structures

[Shik's solution](#)

1316.

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, dsu

[Shik's solution](#)

1317.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2013-02-27 · GNU C++ (first AC) · Tags: data structures, trees

[Shik's solution](#)

1318.

241G

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

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

[Shik's solution](#)

1319.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math

[Shik's solution](#)

1320.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: combinatorics, graphs, math

[Shik's solution](#)

1321.

228E

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

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Shik's solution](#)

1322.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: greedy

[Shik's solution](#)

1323.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

[Shik's solution](#)

1324.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: data structures, dp, strings

[Shik's solution](#)

1325.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,569 global accepts · Rating: 1900 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: dp, matrices

[Shik's solution](#)

1326.

222D

[Olympiad](#) · [Tutorial](#)

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[Shik's solution](#)

1327.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: combinatorics, dp

[Shik's solution](#)

1328.

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[Shik's solution](#)

1329.

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1900 · first AC: 2012-07-23 · Python 2 (first AC) · Tags: dfs and similar, dp

[Shik's solution](#)

1330.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[Shik's solution](#)

1331.

178E1

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 1900 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

1332.

178D2

[Magic Squares](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 1900 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

1333.

178C2

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 1900 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

1334.

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: brute force, dp

[Shik's solution](#)

1335.

46E

[Comb](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 1900 · first AC: 2012-03-15 · GNU C++ (first AC) · Tags: data structures, dp

[Shik's solution](#)

1336.

149D

[Coloring Brackets](#) · [Tutorial](#)

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2012-03-15 · GNU C++ (first AC) · Tags: dp

[Shik's solution](#)

1337.

41E

[3-cycles](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1900 · first AC: 2012-03-14 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, greedy

[Shik's solution](#)

1338.

138B

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

Quality: 1,110 global accepts · Rating: 1900 · first AC: 2012-03-14 · GNU C++ (first AC) · Tags: greedy

[Shik's solution](#)

1339.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2012-03-13 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Shik's solution](#)

1340.

25D

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

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2012-03-13 · GNU C++ (first AC) · Tags: dsu, graphs, trees

[Shik's solution](#)

1341.

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 1900 · first AC: 2012-03-12 · GNU C++ (first AC) · Tags: dp, strings

[Shik's solution](#)

1342.

134B

[Pairs of Numbers](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 1900 · first AC: 2012-03-09 · last AC: 2012-03-09 · GNU C++ (first AC) · Tags: brute force, dfs and similar, math, number theory

[Shik's solution](#)

1343.

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: binary search, brute force, math

[Shik's solution](#)

1344.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2012-03-08 · GNU C++ (first AC) · Tags: brute force, combinatorics, number theory

[Shik's solution](#)

1345.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2012-03-08 · last AC: 2012-03-08 · GNU C++ (first AC) · Tags: dp

[Shik's solution](#)

1346.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,074 global accepts · Rating: 1900 · first AC: 2012-03-08 · GNU C++ (first AC) · Tags: graphs, shortest paths

[Shik's solution](#)

1347.

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2012-03-07 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Shik's solution](#)

1348.

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-07 · GNU C++ (first AC) · Tags: *special, dp, sortings

[Shik's solution](#)

1349.

135C

[Zero-One](#) · [Tutorial](#)

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

[Shik's solution](#)

1350.

69D

[Dot](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 1900 · first AC: 2011-11-30 · GNU C++0x (first AC) · Tags: dp, games

[Shik's solution](#)

1351.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2011-11-19 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Shik's solution](#)

1352.

119B

[Before Exam](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 1900 · first AC: 2011-11-07 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation, sortings

[Shik's solution](#)

1353.

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: divide and conquer, geometry, sortings

[Shik's solution](#)

1354.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2011-10-11 · GNU C++0x (first AC) · Tags: binary search, data structures, number theory

[Shik's solution](#)

1355.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2011-10-09 · GNU C++ (first AC) · Tags: brute force, greedy, sortings, strings

[Shik's solution](#)

1356.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: dp, dsu, trees

[Shik's solution](#)

1357.

109B

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

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: brute force, probabilities

[Shik's solution](#)

1358.

45C

[Dancing Lessons](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 1900 · first AC: 2011-08-02 · GNU C++ (first AC) · Tags: data structures

[Shik's solution](#)

1359.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2011-07-19 · GNU C++ (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[Shik's solution](#)

1360.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,387 global accepts · Rating: 1900 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: shortest paths

[Shik's solution](#)

1361.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2011-06-01 · GNU C++ (first AC) · Tags: greedy, sortings

[Shik's solution](#)

1362.

67D

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

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2011-05-27 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[Shik's solution](#)

1363.

63D

[Dividing Island](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 1900 · first AC: 2011-03-01 · GNU C++ (first AC) · Tags: constructive algorithms

[Shik's solution](#)

1364.

22D

[Segments](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1900 · first AC: 2011-02-22 · GNU C++ (first AC) · Tags: greedy, sortings

[Shik's solution](#)

1365.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2011-02-21 · GNU C++ (first AC) · Tags: games

[Shik's solution](#)

1366.

57C

[Array](#) · [Tutorial](#)

Quality: 4,006 global accepts · Rating: 1900 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: combinatorics, math

[Shik's solution](#)

1367.

37C

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

Quality: 2,154 global accepts · Rating: 1900 · first AC: 2010-10-25 · GNU C++ (first AC) · Tags: data structures, greedy, trees

[Shik's solution](#)

1368.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,823 global accepts · Rating: 1900 · first AC: 2010-06-24 · GNU C++ (first AC) · Tags: dp

[Shik's solution](#)

1369.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2010-06-04 · last AC: 2010-06-04 · GNU C++ (first AC) · Tags: bitmasks, dp, probabilities

[Shik's solution](#)

1370.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2010-06-04 · GNU C++ (first AC) · Tags: implementation, strings

[Shik's solution](#)

1371.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Shik's solution](#)

1372.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Shik's solution](#)

1373.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Shik's solution](#)

1374.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · last AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Shik's solution](#)

1375.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Shik's solution](#)

1376.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[Shik's solution](#)

1377.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[Shik's solution](#)

1378.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Shik's solution](#)

1379.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Shik's solution](#)

1380.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2000 · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Shik's solution](#)

1381.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Shik's solution](#)

1382.

953F

[Mobile Communications](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shik's solution](#)

1383.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,965 global accepts · Rating: 2000 · first AC: 2018-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[Shik's solution](#)

1384.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[Shik's solution](#)

1385.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[Shik's solution](#)

1386.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Shik's solution](#)

1387.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Shik's solution](#)

1388.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[Shik's solution](#)

1389.

806B

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

Rating: 2000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Shik's solution](#)

1390.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[Shik's solution](#)

1391.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: 2000 · first AC: 2017-02-23 · last AC: 2017-03-10 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Shik's solution](#)

1392.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Shik's solution](#)

1393.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 2000 · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: brute force, math

[Shik's solution](#)

1394.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[Shik's solution](#)

1395.

681D

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

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

[Shik's solution](#)

1396.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Shik's solution](#)

1397.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[Shik's solution](#)

1398.

661E

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

Quality: 92 global accepts · Rating: 2000 · first AC: 2016-04-13 · J (first AC) · Tags: *special

[Shik's solution](#)

1399.

661C

[Array Sum](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 2000 · first AC: 2016-04-13 · J (first AC) · Tags: *special

[Shik's solution](#)

1400.

656C

[Without Text](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2000 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: *special

[Shik's solution](#)

1401.

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: *special

[Shik's solution](#)

1402.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2015-10-25 · last AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[Shik's solution](#)

1403.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Shik's solution](#)

1404.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: dfs and similar

[Shik's solution](#)

1405.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, probabilities

[Shik's solution](#)

1406.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: binary search, data structures, math

[Shik's solution](#)

1407.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: dp, strings

[Shik's solution](#)

1408.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: dp

[Shik's solution](#)

1409.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: brute force, data structures, math

[Shik's solution](#)

1410.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: brute force, geometry

[Shik's solution](#)

1411.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: dfs and similar, dp, trees

[Shik's solution](#)

1412.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: bitmasks, brute force, dp

[Shik's solution](#)

1413.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: graphs, greedy, shortest paths

[Shik's solution](#)

1414.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2014-05-06 · GNU C++0x (first AC) · Tags: greedy, implementation, math, ternary search
[Shik's solution](#)

1415.

400D

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

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2014-03-18 · GNU C++0x (first AC) · Tags: dsu, graphs, shortest paths
[Shik's solution](#)

1416.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2014-03-14 · GNU C++0x (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory
[Shik's solution](#)

1417.

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 2000 · first AC: 2013-12-14 · GNU C++0x (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers
[Shik's solution](#)

1418.

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2000 · first AC: 2013-12-12 · GNU C++0x (first AC) · Tags: greedy, math, two pointers
[Shik's solution](#)

1419.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2013-11-14 · GNU C++0x (first AC) · Tags: binary search, dp
[Shik's solution](#)

1420.

358C

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

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2013-11-05 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation
[Shik's solution](#)

1421.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2013-11-03 · GNU C++0x (first AC) · Tags: binary search, brute force, data structures, math, two pointers
[Shik's solution](#)

1422.

341C

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

Rating: 2000 · first AC: 2013-08-30 · GNU C++0x (first AC) · Tags: combinatorics, dp, math
[Shik's solution](#)

1423.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: brute force, implementation
[Shik's solution](#)

1424.

314C

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

Quality: 2,003 global accepts · Rating: 2000 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: data structures, dp

[Shik's solution](#)

1425.

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: binary search, dfs and similar, strings

[Shik's solution](#)

1426.

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: binary search, math, two pointers

[Shik's solution](#)

1427.

292C

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

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

[Shik's solution](#)

1428.

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: geometry

[Shik's solution](#)

1429.

267B

[Dominoes](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2000 · first AC: 2013-01-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Shik's solution](#)

1430.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2013-01-21 · GNU C++ (first AC) · Tags: dp

[Shik's solution](#)

1431.

265E

[Choosing Balls](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-01-21 · GNU C++ (first AC) · Tags: schedules, sortings

[Shik's solution](#)

1432.

243B

[Hydra](#) · [Tutorial](#)

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

[Shik's solution](#)

1433.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: bitmasks, data structures

[Shik's solution](#)

1434.

241C

[Mirror Box](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2000 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: geometry, implementation

[Shik's solution](#)

1435.

234H

[Merging Two Decks](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2000 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Shik's solution](#)

1436.

240D

[Merging Two Decks](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Shik's solution](#)

1437.

228C

[Fractal Detector](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2000 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: dp, hashing

[Shik's solution](#)

1438.

216E

[Martian Luck](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2000 · first AC: 2012-08-14 · GNU C++ (first AC) · Tags: math, number theory

[Shik's solution](#)

1439.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: dp

[Shik's solution](#)

1440.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: math, probabilities

[Shik's solution](#)

1441.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: dp

[Shik's solution](#)

1442.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: brute force

[Shik's solution](#)

1443.

178E2

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2000 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

1444.

178C3

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2000 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

1445.

176C

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

Quality: 534 global accepts · Rating: 2000 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms

[Shik's solution](#)

1446.

164B

[Ancient Berland Hieroglyphs](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2000 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: two pointers

[Shik's solution](#)

1447.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: binary search

[Shik's solution](#)

1448.

64F

[Domain](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 2000 · first AC: 2012-03-14 · Tcl (first AC) · Tags: *special, expression parsing

[Shik's solution](#)

1449.

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2012-03-14 · GNU C++ (first AC) · Tags: data structures, implementation, strings

[Shik's solution](#)

1450.

43D

[Journey](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2000 · first AC: 2012-03-14 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[Shik's solution](#)

1451.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2012-03-14 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Shik's solution](#)

1452.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2000 · first AC: 2012-03-13 · GNU C++ (first AC) · Tags: number theory

[Shik's solution](#)

1453.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2012-03-13 · GNU C++ (first AC) · Tags: combinatorics, dp

[Shik's solution](#)

1454.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,435 global accepts · Rating: 2000 · first AC: 2012-03-13 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Shik's solution](#)

1455.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2012-03-13 · GNU C++ (first AC) · Tags: brute force, data structures, hashing, strings

[Shik's solution](#)

1456.

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2012-03-13 · GNU C++ (first AC) · Tags: dp

[Shik's solution](#)

1457.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: combinatorics, dp

[Shik's solution](#)

1458.

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2011-11-30 · GNU C++ (first AC) · Tags: dp, games, number theory

[Shik's solution](#)

1459.

131F

[Present to Mom](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 2000 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: binary search, two pointers

[Shik's solution](#)

1460.

44J

[Triminoes](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2000 · first AC: 2011-11-28 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Shik's solution](#)

1461.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-11-23 · GNU C++ (first AC) · Tags: dp

[Shik's solution](#)

1462.

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2011-11-20 · GNU C++ (first AC) · Tags: data structures, dfs and similar, sortings

[Shik's solution](#)

1463.

39A

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

Quality: 794 global accepts · Rating: 2000 · first AC: 2011-11-11 · GNU C++ (first AC) · Tags: expression parsing, greedy

[Shik's solution](#)

1464.

39E

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

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2011-11-11 · GNU C++0x (first AC) · Tags: dp, games

[Shik's solution](#)

1465.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Shik's solution](#)

1466.

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[Shik's solution](#)

1467.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2011-06-07 · GNU C++ (first AC) · Tags: dp, games, math

[Shik's solution](#)

1468.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2011-05-19 · GNU C++ (first AC) · Tags: bitmasks, dp

[Shik's solution](#)

1469.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2011-05-15 · GNU C++ (first AC) · Tags: dp, math

[Shik's solution](#)

1470.

66E

[Petya and Post](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2000 · first AC: 2011-03-07 · GNU C++ (first AC) · Tags: data structures, dp

[Shik's solution](#)

1471.

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2000 · first AC: 2011-02-23 · GNU C++ (first AC) · Tags: dp, math, probabilities

[Shik's solution](#)

1472.

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: geometry

[Shik's solution](#)

1473.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,838 global accepts · Rating: 2000 · first AC: 2010-05-29 · GNU C++ (first AC) · Tags: games

[Shik's solution](#)

1474.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Shik's solution](#)

1475.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Shik's solution](#)

1476.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2025-08-19 · last AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Shik's solution](#)

1477.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[Shik's solution](#)

1478.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Shik's solution](#)

1479.

2107D

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

Quality: 3,555 global accepts · Rating: 2100 · first AC: 2025-05-05 · last AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[Shik's solution](#)

1480.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Shik's solution](#)

1481.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Shik's solution](#)

1482.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Shik's solution](#)

1483.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[Shik's solution](#)

1484.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[Shik's solution](#)

1485.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory

[Shik's solution](#)

1486.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Shik's solution](#)

1487.

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Shik's solution](#)

1488.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[Shik's solution](#)

1489.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Shik's solution](#)

1490.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2100 · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices, sortings

[Shik's solution](#)

1491.

953J

[Segments](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Shik's solution](#)

1492.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2017-10-23 · last AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Shik's solution](#)

1493.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[Shik's solution](#)

1494.

862E

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

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[Shik's solution](#)

1495.

847F

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

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Shik's solution](#)

1496.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[Shik's solution](#)

1497.

859D

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

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, trees

[Shik's solution](#)

1498.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Shik's solution](#)

1499.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[Shik's solution](#)

1500.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[Shik's solution](#)

1501.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Shik's solution](#)

1502.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Shik's solution](#)

1503.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,789 global accepts · Rating: 2100 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[Shik's solution](#)

1504.

802J2

[Send the Fool Further! \(medium\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2100 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Shik's solution](#)

1505.

802D1

[Marmots \(easy\)](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2100 · first AC: 2017-05-28 · last AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[Shik's solution](#)

1506.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, meet-in-the-middle

[Shik's solution](#)

1507.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[Shik's solution](#)

1508.

790B

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

Rating: 2100 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[Shik's solution](#)

1509.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[Shik's solution](#)

1510.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Shik's solution](#)

1511.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[Shik's solution](#)

1512.

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,667 global accepts · Rating: 2100 · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: greedy, sortings

[Shik's solution](#)

1513.

466E

[Information Graph](#) · [Tutorial](#)

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Shik's solution](#)

1514.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2016-09-09 · last AC: 2016-09-09 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Shik's solution](#)

1515.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2016-09-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Shik's solution](#)

1516.

703D

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

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2016-09-08 · GNU C++11 (first AC) · Tags: data structures

[Shik's solution](#)

1517.

661D

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

Quality: 138 global accepts · Rating: 2100 · first AC: 2016-04-13 · J (first AC) · Tags: *special

[Shik's solution](#)

1518.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2016-03-30 · last AC: 2016-03-30 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[Shik's solution](#)

1519.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: data structures, math

[Shik's solution](#)

1520.

590B

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

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

[Shik's solution](#)

1521.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-10-19 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Shik's solution](#)

1522.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[Shik's solution](#)

1523.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math

[Shik's solution](#)

1524.

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[Shik's solution](#)

1525.

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: binary search, math

[Shik's solution](#)

1526.

546E

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

Quality: 4,310 global accepts · Rating: 2100 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: flows, graphs, math

[Shik's solution](#)

1527.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[Shik's solution](#)

1528.

525E

[Any and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[Shik's solution](#)

1529.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2015-03-03 · GNU C++0x (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[Shik's solution](#)

1530.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: binary search, math, sortings, two pointers

[Shik's solution](#)

1531.

497C

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

Rating: 2100 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Shik's solution](#)

1532.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: combinatorics, dp

[Shik's solution](#)

1533.

475C

[Kamal-ol-molk's Painting](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: 2100 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, greedy

[Shik's solution](#)

1534.

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2100 · first AC: 2014-09-30 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[Shik's solution](#)

1535.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: dp

[Shik's solution](#)

1536.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: combinatorics, math, probabilities

[Shik's solution](#)

1537.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2014-06-05 · GNU C++0x (first AC) · Tags: combinatorics, dp, math

[Shik's solution](#)

1538.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-06 · GNU C++0x (first AC) · Tags: combinatorics, divide and conquer

[Shik's solution](#)

1539.

5D

[Follow Traffic Rules](#) · [Tutorial](#)

Quality: 1,936 global accepts · Rating: 2100 · first AC: 2014-04-02 · GNU C++0x (first AC) · Tags: implementation, math

[Shik's solution](#)

1540.

400E

[Inna and Binary Logic](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2014-03-18 · GNU C++0x (first AC) · Tags: binary search, bitmasks, data structures

[Shik's solution](#)

1541.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2013-12-13 · GNU C++0x (first AC) · Tags: data structures, dp, math

[Shik's solution](#)

1542.

370D

[Broken Monitor](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 2100 · first AC: 2013-12-07 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Shik's solution](#)

1543.

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2013-10-15 · GNU C++0x (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[Shik's solution](#)

1544.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2013-06-28 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Shik's solution](#)

1545.

319C

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

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2013-06-23 · GNU C++0x (first AC) · Tags: dp, geometry

[Shik's solution](#)

1546.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 2100 · first AC: 2013-06-11 · GNU C++ (first AC) · Tags: dp

[Shik's solution](#)

1547.

309B

[Context Advertising](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2100 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: dp, two pointers

[Shik's solution](#)

1548.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[Shik's solution](#)

1549.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: dp

[Shik's solution](#)

1550.

266C

[Below the Diagonal](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2013-01-23 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[Shik's solution](#)

1551.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy

[Shik's solution](#)

1552.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[Shik's solution](#)

1553.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: dp, greedy, two pointers

[Shik's solution](#)

1554.

228D

[Zigzag](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2100 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: data structures

[Shik's solution](#)

1555.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Shik's solution](#)

1556.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: math, number theory

[Shik's solution](#)

1557.

220C

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

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: data structures

[Shik's solution](#)

1558.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2012-07-23 · last AC: 2012-07-23 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Shik's solution](#)

1559.

209B

[Pixels](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2100 · first AC: 2012-07-14 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Shik's solution](#)

1560.

178D3

[Magic Squares](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2100 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

1561.

163C

[Conveyor](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2100 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: sortings, two pointers

[Shik's solution](#)

1562.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,027 global accepts · Rating: 2100 · first AC: 2012-03-23 · GNU C++ (first AC) · Tags: geometry, sortings

[Shik's solution](#)

1563.

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2012-03-15 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[Shik's solution](#)

1564.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2012-03-14 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Shik's solution](#)

1565.

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2012-03-14 · GNU C++ (first AC) · Tags: bitmasks, dp, dsu

[Shik's solution](#)

1566.

81D

[Polycarp's Picture Gallery](#) · [Tutorial](#)

Quality: 805 global accepts · Rating: 2100 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Shik's solution](#)

1567.

48E

[Ivan the Fool VS Gorynych the Dragon](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2100 · first AC: 2011-11-21 · GNU C++ (first AC) · Tags: dp, games, graphs

[Shik's solution](#)

1568.

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2011-11-11 · GNU C++ (first AC) · Tags: dp, sortings

[Shik's solution](#)

1569.

74C

[Chessboard Billiard](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2100 · first AC: 2011-04-15 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, number theory

[Shik's solution](#)

1570.

65C

[Harry Potter and the Golden Snitch](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2100 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: binary search, geometry

[Shik's solution](#)

1571.

60C

[Mushroom Strife](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2100 · first AC: 2011-02-19 · GNU C++ (first AC) · Tags: brute force, dfs and similar

[Shik's solution](#)

1572.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2011-02-03 · GNU C++ (first AC) · Tags: geometry, math

[Shik's solution](#)

1573.

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: binary search, dp, probabilities

[Shik's solution](#)

1574.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2025-08-22 · last AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings, two pointers

[Shik's solution](#)

1575.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Shik's solution](#)

1576.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Shik's solution](#)

1577.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Shik's solution](#)

1578.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Shik's solution](#)

1579.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Shik's solution](#)

1580.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[Shik's solution](#)

1581.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Shik's solution](#)

1582.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Shik's solution](#)

1583.

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[Shik's solution](#)

1584.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[Shik's solution](#)

1585.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[Shik's solution](#)

1586.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Shik's solution](#)

1587.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[Shik's solution](#)

1588.

953H

[Endless Roses Most Beautiful](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-03-17 · Ruby (first AC) · Tags: —

[Shik's solution](#)

1589.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Shik's solution](#)

1590.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, trees

[Shik's solution](#)

1591.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-19 · last AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Shik's solution](#)

1592.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: implementation

[Shik's solution](#)

1593.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[Shik's solution](#)

1594.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[Shik's solution](#)

1595.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Shik's solution](#)

1596.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Shik's solution](#)

1597.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[Shik's solution](#)

1598.

802D2

[Marmots \(medium\)](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 2200 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[Shik's solution](#)

1599.

802G2

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

Quality: 552 global accepts · Rating: 2200 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Shik's solution](#)

1600.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Shik's solution](#)

1601.

806C

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

Rating: 2200 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Shik's solution](#)

1602.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[Shik's solution](#)

1603.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[Shik's solution](#)

1604.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Shik's solution](#)

1605.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[Shik's solution](#)

1606.

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Shik's solution](#)

1607.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Shik's solution](#)

1608.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

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

[Shik's solution](#)

1609.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: dp, games

[Shik's solution](#)

1610.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, sortings

[Shik's solution](#)

1611.

712D

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

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Shik's solution](#)

1612.

713B

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

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

[Shik's solution](#)

1613.

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

[Shik's solution](#)

1614.

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

[Shik's solution](#)

1615.

661G

[Hungarian Notation](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 2200 · first AC: 2016-04-13 · J (first AC) · Tags: *special

[Shik's solution](#)

1616.

657B

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

Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: math

[Shik's solution](#)

1617.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[Shik's solution](#)

1618.

655E

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

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

[Shik's solution](#)

1619.

650C

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

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

[Shik's solution](#)

1620.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[Shik's solution](#)

1621.

618D

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

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Shik's solution](#)

1622.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: data structures

[Shik's solution](#)

1623.

603C

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: games, math

[Shik's solution](#)

1624.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Shik's solution](#)

1625.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Shik's solution](#)

1626.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Shik's solution](#)

1627.

549C

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

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

[Shik's solution](#)

1628.

549G

[Happy Line](#) · [Tutorial](#)

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

[Shik's solution](#)

1629.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Shik's solution](#)

1630.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Shik's solution](#)

1631.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: greedy, implementation, math, ternary search

[Shik's solution](#)

1632.

477C

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

Rating: 2200 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: dp

[Shik's solution](#)

1633.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: data structures, implementation

[Shik's solution](#)

1634.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Shik's solution](#)

1635.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2014-07-17 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[Shik's solution](#)

1636.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2014-05-11 · last AC: 2014-05-11 · GNU C++0x (first AC) · Tags: data structures, divide and conquer, geometry

[Shik's solution](#)

1637.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2014-05-06 · GNU C++0x (first AC) · Tags: dp, string suffix structures, strings

[Shik's solution](#)

1638.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2014-04-27 · last AC: 2014-04-27 · GNU C++0x (first AC) · Tags: bitmasks, greedy

[Shik's solution](#)

1639.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2014-04-22 · GNU C++0x (first AC) · Tags: data structures

[Shik's solution](#)

1640.

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2014-04-10 · GNU C++0x (first AC) · Tags: binary search, data structures

[Shik's solution](#)

1641.

404E

[Maze 1D](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2200 · first AC: 2014-03-24 · GNU C++0x (first AC) · Tags: binary search, greedy, implementation

[Shik's solution](#)

1642.

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: graphs, math

[Shik's solution](#)

1643.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2014-01-16 · GNU C++0x (first AC) · Tags: data structures

[Shik's solution](#)

1644.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2013-12-29 · GNU C++0x (first AC) · Tags: bitmasks, dp, games

[Shik's solution](#)

1645.

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2013-12-14 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[Shik's solution](#)

1646.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2013-12-03 · GNU C++0x (first AC) · Tags: binary search, data structures

[Shik's solution](#)

1647.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2013-12-03 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[Shik's solution](#)

1648.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2013-11-19 · GNU C++0x (first AC) · Tags: dp, greedy
[Shik's solution](#)

1649.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2013-10-10 · GNU C++0x (first AC) · Tags: greedy
[Shik's solution](#)

1650.

316F3

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, implementation
[Shik's solution](#)

1651.

316F1

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: dfs and similar, implementation
[Shik's solution](#)

1652.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2013-03-23 · GNU C++ (first AC) · Tags: implementation
[Shik's solution](#)

1653.

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2013-03-18 · last AC: 2013-03-18 · GNU C++ (first AC) · Tags: bitmasks, dp
[Shik's solution](#)

1654.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: implementation, math, probabilities, trees
[Shik's solution](#)

1655.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2013-02-20 · last AC: 2013-02-20 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings
[Shik's solution](#)

1656.

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: dfs and similar, implementation
[Shik's solution](#)

1657.

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation
[Shik's solution](#)

1658.

219E

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Quality: 697 global accepts · Rating: 2200 · first AC: 2012-08-28 · GNU C++ (first AC) · Tags: data structures

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1659.

191E

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1660.

64G

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Quality: 129 global accepts · Rating: 2200 · first AC: 2012-03-14 · Tcl (first AC) · Tags: *special

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1661.

13C

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Quality: 5,469 global accepts · Rating: 2200 · first AC: 2012-03-14 · GNU C++ (first AC) · Tags: dp, sortings

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1662.

7D

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1663.

150C

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1664.

138C

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Quality: 963 global accepts · Rating: 2200 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: binary search, data structures, probabilities, sortings

[Shik's solution](#)

1665.

120I

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Quality: 316 global accepts · Rating: 2200 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: greedy

[Shik's solution](#)

1666.

115C

[Plumber](#) · [Tutorial](#)

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1667.

86D

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Quality: 16,876 global accepts · Rating: 2200 · first AC: 2011-08-14 · last AC: 2011-08-14 · GNU C++ (first AC) · Tags: data structures, implementation, math, two pointers

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1668.

85C

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Quality: 618 global accepts · Rating: 2200 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: binary search, dfs and similar, probabilities,

sortings, trees

[Shik's solution](#)

1669.

65D

[Harry Potter and the Sorting Hat](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2200 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: brute force, dfs and similar, hashing

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1670.

36C

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1671.

19C

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Quality: 1,325 global accepts · Rating: 2200 · first AC: 2010-06-24 · GNU C++ (first AC) · Tags: greedy, hashing, string suffix structures

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1672.

2190C

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Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Shik's solution](#)

1673.

1172C1

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Quality: 1,225 global accepts · Rating: 2300 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities

[Shik's solution](#)

1674.

1167F

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Quality: 1,891 global accepts · Rating: 2300 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, math, sortings

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1675.

1156F

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Quality: 1,715 global accepts · Rating: 2300 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

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1676.

2107F1

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

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1677.

2097B

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Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[Shik's solution](#)

1678.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

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1679.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Shik's solution](#)

1680.

1864F

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Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Shik's solution](#)

1681.

1408F

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Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

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1682.

1322C

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Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

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1683.

1039A

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Quality: 861 global accepts · Rating: 2300 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

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1684.

995C

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[Shik's solution](#)

1685.

936C

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Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

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1686.

938E

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901C

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877F

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1689.

883C

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1690.

871C

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1691.

873E

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1692.

856B

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1693.

846E

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1694.

825E

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1695.

830C

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1696.

802G3

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1697.

808G

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Quality: 3,769 global accepts · Rating: 2300 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[Shik's solution](#)

1698.

808E

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1699.

800C

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1700.

788C

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Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Shik's solution](#)

1701.

786B

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Quality: 8,020 global accepts · Rating: 2300 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

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1702.

785D

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Quality: 3,684 global accepts · Rating: 2300 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

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1703.

768F

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Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

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1704.

732F

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

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1705.

718C

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1706.

715B

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[Shik's solution](#)

1707.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: dp, sortings

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1708.

711E

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1709.

708C

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1710.

677E

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Quality: 755 global accepts · Rating: 2300 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation

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1711.

677D

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Quality: 1,958 global accepts · Rating: 2300 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, shortest paths

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1712.

623B

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1713.

601C

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1714.

594C

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Quality: 759 global accepts · Rating: 2300 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, two pointers

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1715.

590D

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1716.

543D

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1717.

585D

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1718.

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1719.

553D

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1720.

549B

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547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Shik's solution](#)**1722.**

518F

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Quality: 418 global accepts · Rating: 2300 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation

[Shik's solution](#)**1723.**

512C

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Rating: 2300 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: flows, graph matchings

[Shik's solution](#)**1724.**

500E

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Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: data structures, dp, dsu

[Shik's solution](#)**1725.**

489E

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[Shik's solution](#)**1726.**

470H

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[Shik's solution](#)**1727.**

470G

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Quality: 131 global accepts · Rating: 2300 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special

[Shik's solution](#)**1728.**

470F

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Quality: 114 global accepts · Rating: 2300 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special

[Shik's solution](#)**1729.**

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, math

[Shik's solution](#)**1730.**

444B

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Quality: 1,175 global accepts · Rating: 2300 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: probabilities

[Shik's solution](#)

1731.

438D

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[Shik's solution](#)

1732.

429C

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Quality: 1,030 global accepts · Rating: 2300 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[Shik's solution](#)

1733.

425C

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1734.

425D

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Quality: 1,630 global accepts · Rating: 2300 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: binary search, data structures, hashing

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1735.

424D

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1736.

414D

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Quality: 748 global accepts · Rating: 2300 · first AC: 2014-04-06 · GNU C++0x (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

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1737.

406C

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Rating: 2300 · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Shik's solution](#)

1738.

364C

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Quality: 641 global accepts · Rating: 2300 · first AC: 2013-11-19 · GNU C++0x (first AC) · Tags: brute force, number theory

[Shik's solution](#)

1739.

358E

[Dima and Kicks](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2013-11-05 · GNU C++0x (first AC) · Tags: brute force, dsu, graphs, implementation

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1740.

317D

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[Shik's solution](#)

1741.

316F2

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Quality: 177 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: —

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1742.

316D2

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Quality: 544 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: dp

[Shik's solution](#)

1743.

316D1

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Quality: 607 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, dp

[Shik's solution](#)

1744.

316E3

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Quality: 572 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: data structures, math

[Shik's solution](#)

1745.

316E2

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Quality: 432 global accepts · Rating: 2300 · first AC: 2013-06-12 · last AC: 2013-06-12 · GNU C++ (first AC) · Tags: data structures, math

[Shik's solution](#)

1746.

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2013-06-11 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

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1747.

277B

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Quality: 847 global accepts · Rating: 2300 · first AC: 2013-05-01 · Python 2 (first AC) · Tags: constructive algorithms, geometry

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1748.

178E3

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1749.

64H

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1750.

130I

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[Shik's solution](#)

1751.

154C

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Quality: 3,318 global accepts · Rating: 2300 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: graphs, hashing, sortings

[Shik's solution](#)

1752.

38G

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Quality: 808 global accepts · Rating: 2300 · first AC: 2011-11-04 · last AC: 2011-11-04 · GNU C++0x (first AC) · Tags: data structures

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1753.

89B

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Quality: 610 global accepts · Rating: 2300 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: dp, expression parsing, graphs, implementation

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1754.

89C

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Quality: 688 global accepts · Rating: 2300 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: brute force, data structures, implementation

[Shik's solution](#)

1755.

85D

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Quality: 2,419 global accepts · Rating: 2300 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation

[Shik's solution](#)

1756.

62D

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Quality: 449 global accepts · Rating: 2300 · first AC: 2011-02-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs

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1757.

50E

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Quality: 432 global accepts · Rating: 2300 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: math

[Shik's solution](#)

1758.

36D

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1759.

1129C

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1760.

2097C

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Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

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1761.

1408E

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Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Shik's solution](#)

1762.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Shik's solution](#)

1763.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[Shik's solution](#)

1764.

1109D

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

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[Shik's solution](#)

1765.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Shik's solution](#)

1766.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · last AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[Shik's solution](#)

1767.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[Shik's solution](#)

1768.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, strings

[Shik's solution](#)

1769.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Shik's solution](#)

1770.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2018-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices

[Shik's solution](#)

1771.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Shik's solution](#)

1772.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[Shik's solution](#)

1773.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Shik's solution](#)

1774.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, string suffix structures, strings

[Shik's solution](#)

1775.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[Shik's solution](#)

1776.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, probabilities

[Shik's solution](#)

1777.

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees

[Shik's solution](#)

1778.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[Shik's solution](#)

1779.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Shik's solution](#)

1780.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Shik's solution](#)

1781.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[Shik's solution](#)

1782.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[Shik's solution](#)

1783.

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, string suffix structures, strings

[Shik's solution](#)

1784.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[Shik's solution](#)

1785.

802J3

[Send the Fool Further! \(hard\)](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2400 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[Shik's solution](#)

1786.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[Shik's solution](#)

1787.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[Shik's solution](#)

1788.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing

[Shik's solution](#)

1789.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Shik's solution](#)

1790.

781D

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

Rating: 2400 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[Shik's solution](#)

1791.

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Shik's solution](#)

1792.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[Shik's solution](#)

1793.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: data structures

[Shik's solution](#)

1794.

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

[Shik's solution](#)

1795.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation

[Shik's solution](#)

1796.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[Shik's solution](#)

1797.

661H

[Rotate Matrix](#) · [Tutorial](#)

Quality: 94 global accepts · Rating: 2400 · first AC: 2016-04-13 · J (first AC) · Tags: *special

[Shik's solution](#)

1798.

657C

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

Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: sortings, two pointers

[Shik's solution](#)

1799.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Shik's solution](#)

1800.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: dp

[Shik's solution](#)

1801.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[Shik's solution](#)

1802.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: geometry

[Shik's solution](#)

1803.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2015-11-25 · last AC: 2015-11-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[Shik's solution](#)

1804.

582C

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

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: number theory

[Shik's solution](#)

1805.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[Shik's solution](#)

1806.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp, probabilities

[Shik's solution](#)

1807.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: data structures, dp, greedy

[Shik's solution](#)

1808.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: data structures, dsu, string suffix structures, strings

[Shik's solution](#)

1809.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: bitmasks, combinatorics, dp

[Shik's solution](#)

1810.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: data structures

[Shik's solution](#)

1811.

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-04-17 · GNU C++0x (first AC) · Tags: constructive algorithms, dp, math

[Shik's solution](#)

1812.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2014-04-02 · GNU C++0x (first AC) · Tags: data structures

[Shik's solution](#)

1813.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2013-12-29 · GNU C++0x (first AC) · Tags: data structures

[Shik's solution](#)

1814.

329C

[Graph Reconstruction](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2013-07-20 · GNU C++0x (first AC) · Tags: constructive algorithms

[Shik's solution](#)

1815.

331C2

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

Quality: 440 global accepts · Rating: 2400 · first AC: 2013-07-17 · GNU C++0x (first AC) · Tags: dp

[Shik's solution](#)

1816.

288D

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

Quality: 838 global accepts · Rating: 2400 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, trees

[Shik's solution](#)

1817.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: dp, math, number theory

[Shik's solution](#)

1818.

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: games, implementation

[Shik's solution](#)

1819.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2013-01-23 · last AC: 2013-01-23 · GNU C++ (first AC) · Tags: graphs, math, shortest paths

[Shik's solution](#)

1820.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: data structures

[Shik's solution](#)

1821.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: data structures, implementation, math, matrices, number theory

[Shik's solution](#)

1822.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: data structures, two pointers

[Shik's solution](#)

1823.

209C

[Trails and Glades](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2400 · first AC: 2012-08-13 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, graphs, greedy

[Shik's solution](#)

1824.

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: dp

[Shik's solution](#)

1825.

198E

[Gripping Story](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2400 · first AC: 2012-06-22 · GNU C++ (first AC) · Tags: binary search, data structures, sortings

[Shik's solution](#)

1826.

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: flows, graphs

[Shik's solution](#)

1827.

64I

[Sort the Table](#) · [Tutorial](#)

Quality: 94 global accepts · Rating: 2400 · first AC: 2012-03-14 · Tcl (first AC) · Tags: *special, sortings

[Shik's solution](#)

1828.

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: games, math

[Shik's solution](#)

1829.

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2011-11-21 · GNU C++ (first AC) · Tags: math, number theory

[Shik's solution](#)

1830.

97A

[Domino](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2400 · first AC: 2011-10-13 · GNU C++0x (first AC) · Tags: brute force, implementation

[Shik's solution](#)

1831.

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: bitmasks, dp

[Shik's solution](#)

1832.

83C

[Track](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2400 · first AC: 2011-05-13 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[Shik's solution](#)

1833.

74D

[Hanger](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2011-04-15 · GNU C++ (first AC) · Tags: data structures

[Shik's solution](#)

1834.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Shik's solution](#)

1835.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Shik's solution](#)

1836.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Shik's solution](#)

1837.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: games, two pointers

[Shik's solution](#)

1838.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[Shik's solution](#)

1839.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[Shik's solution](#)

1840.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Shik's solution](#)

1841.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2018-04-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[Shik's solution](#)

1842.

956D

[Contact ATC](#) · [Tutorial](#)

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

[Shik's solution](#)

1843.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Shik's solution](#)

1844.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Shik's solution](#)

1845.

946G

[Almost Increasing Array](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2500 · first AC: 2018-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Shik's solution](#)

1846.

883L

[Berland.Taxi](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 2500 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Shik's solution](#)

1847.

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math
[Shik's solution](#)

1848.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy
[Shik's solution](#)

1849.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp
[Shik's solution](#)

1850.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: trees
[Shik's solution](#)

1851.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[Shik's solution](#)

1852.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[Shik's solution](#)

1853.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[Shik's solution](#)

1854.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[Shik's solution](#)

1855.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2017-07-10 · last AC: 2017-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees
[Shik's solution](#)

1856.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers
[Shik's solution](#)

1857.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[Shik's solution](#)

1858.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Shik's solution](#)

1859.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[Shik's solution](#)

1860.

712E

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

Quality: 697 global accepts · Rating: 2500 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: data structures, math, probabilities

[Shik's solution](#)

1861.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2016-08-11 · last AC: 2016-08-11 · GNU C++11 (first AC) · Tags: data structures, implementation

[Shik's solution](#)

1862.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[Shik's solution](#)

1863.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[Shik's solution](#)

1864.

683I

[Loader](#) · [Tutorial](#)

Quality: 48 global accepts · Rating: 2500 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special, graphs

[Shik's solution](#)

1865.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: combinatorics, strings

[Shik's solution](#)

1866.

655F

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

Rating: 2500 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: combinatorics, number theory

[Shik's solution](#)

1867.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-01-30 · GNU C++11 (first AC) · Tags: data structures, geometry

[Shik's solution](#)

1868.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: hashing, strings

[Shik's solution](#)

1869.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[Shik's solution](#)

1870.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: data structures, number theory

[Shik's solution](#)

1871.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2015-09-23 · last AC: 2015-09-23 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[Shik's solution](#)

1872.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: bitmasks, brute force, fft

[Shik's solution](#)

1873.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: constructive algorithms, number theory

[Shik's solution](#)

1874.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2014-07-16 · GNU C++0x (first AC) · Tags: data structures, greedy

[Shik's solution](#)

1875.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: binary search, hashing, strings, two pointers

[Shik's solution](#)

1876.

438C

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

Rating: 2500 · first AC: 2014-06-01 · GNU C++0x (first AC) · Tags: dp, geometry

[Shik's solution](#)

1877.

424E

[Colored Jenga](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2500 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: dfs and similar, dp, probabilities

[Shik's solution](#)

1878.

401E

[Olympic Games](#) · [Tutorial](#)

Rating: 2500 · first AC: 2014-03-14 · GNU C++0x (first AC) · Tags: *broken, math

[Shik's solution](#)

1879.

370E

[Summer Reading](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2500 · first AC: 2013-12-07 · GNU C++0x (first AC) · Tags: dp, greedy

[Shik's solution](#)

1880.

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2013-11-14 · GNU C++0x (first AC) · Tags: combinatorics, dp

[Shik's solution](#)

1881.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2013-08-30 · GNU C++0x (first AC) · Tags: data structures

[Shik's solution](#)

1882.

329D

[The Evil Temple and the Moving Rocks](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 2500 · first AC: 2013-07-20 · GNU C++0x (first AC) · Tags: constructive algorithms

[Shik's solution](#)

1883.

331C3

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

Quality: 624 global accepts · Rating: 2500 · first AC: 2013-07-17 · GNU C++0x (first AC) · Tags: dp

[Shik's solution](#)

1884.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[Shik's solution](#)

1885.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2013-01-24 · GNU C++ (first AC) · Tags: data structures, math

[Shik's solution](#)

1886.

176D

[Hyper String](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2500 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: dp

[Shik's solution](#)

1887.

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: brute force, dp

[Shik's solution](#)

1888.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2500 · first AC: 2011-12-16 · last AC: 2011-12-16 · GNU C++ (first AC) · Tags: data structures, implementation

[Shik's solution](#)

1889.

135D

[Cycle](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 2500 · first AC: 2011-12-10 · GNU C++ (first AC) · Tags: brute force, dfs and similar, implementation

[Shik's solution](#)

1890.

117D

[Not Quick Transformation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2500 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: divide and conquer, math

[Shik's solution](#)

1891.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2011-08-01 · GNU C++ (first AC) · Tags: data structures, implementation, sortings

[Shik's solution](#)

1892.

95D

[Horse Races](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: dp, math

[Shik's solution](#)

1893.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: dp, dsu, graphs

[Shik's solution](#)

1894.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2011-03-18 · GNU C++ (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[Shik's solution](#)

1895.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2011-02-21 · GNU C++ (first AC) · Tags: dp, number theory

[Shik's solution](#)

1896.

60D

[Savior](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2011-02-19 · last AC: 2011-02-19 · GNU C++ (first AC) · Tags: brute force, dsu, math

[Shik's solution](#)

1897.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2010-07-09 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[Shik's solution](#)

1898.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[Shik's solution](#)

1899.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities

[Shik's solution](#)

1900.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

geometry, greedy, math

[Shik's solution](#)

1901.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[Shik's solution](#)

1902.

966D

[Aztec Catacombs](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Shik's solution](#)

1903.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Shik's solution](#)

1904.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[Shik's solution](#)

1905.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2017-07-11 · last AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[Shik's solution](#)

1906.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows

[Shik's solution](#)

1907.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Shik's solution](#)

1908.

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2600 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation

[Shik's solution](#)

1909.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[Shik's solution](#)

1910.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: brute force, greedy

[Shik's solution](#)

1911.

724G

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

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

1912.

703E

[Mishka and Divisors](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 2600 · first AC: 2016-09-08 · GNU C++11 (first AC) · Tags: dp, number theory
[Shik's solution](#)

1913.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[Shik's solution](#)

1914.

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: brute force, geometry, math
[Shik's solution](#)

1915.

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: geometry, two pointers
[Shik's solution](#)

1916.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2016-03-19 · last AC: 2016-04-09 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings
[Shik's solution](#)

1917.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: data structures, dp, geometry
[Shik's solution](#)

1918.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees
[Shik's solution](#)

1919.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing
[Shik's solution](#)

1920.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2015-12-23 · last AC: 2015-12-23 · GNU C++11 (first AC) · Tags: data structures, trees
[Shik's solution](#)

1921.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar,

graphs

[Shik's solution](#)

1922.

536C

[Tavas and Pashmaks](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: geometry, math

[Shik's solution](#)

1923.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs

[Shik's solution](#)

1924.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp

[Shik's solution](#)

1925.

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: bitmasks, dp, probabilities

[Shik's solution](#)

1926.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2014-04-03 · GNU C++0x (first AC) · Tags: brute force, dp

[Shik's solution](#)

1927.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2013-12-13 · GNU C++0x (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Shik's solution](#)

1928.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2013-06-28 · last AC: 2013-06-28 · GNU C++0x (first AC) · Tags: data structures, divide and conquer, dp

[Shik's solution](#)

1929.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Shik's solution](#)

1930.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: data structures

[Shik's solution](#)

1931.

229E

[Gifts](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2600 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[Shik's solution](#)

1932.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2012-05-18 · last AC: 2012-05-18 · GNU C++ (first AC) · Tags: greedy

[Shik's solution](#)

1933.

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2011-07-27 · last AC: 2011-11-21 · GNU C++ (first AC) · Tags: dp, geometry

[Shik's solution](#)

1934.

40D

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

Quality: 170 global accepts · Rating: 2600 · first AC: 2011-11-10 · Python 2 (first AC) · Tags: math

[Shik's solution](#)

1935.

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: dp, expression parsing

[Shik's solution](#)

1936.

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: dp, math, number theory

[Shik's solution](#)

1937.

2C

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

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2011-06-15 · last AC: 2011-06-15 · GNU C++ (first AC) · Tags: geometry

[Shik's solution](#)

1938.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2011-06-11 · last AC: 2011-06-11 · GNU C++ (first AC) · Tags: dp, graphs

[Shik's solution](#)

1939.

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2011-05-27 · GNU C++ (first AC) · Tags: dp

[Shik's solution](#)

1940.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[Shik's solution](#)

1941.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs

[Shik's solution](#)

1942.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[Shik's solution](#)

1943.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[Shik's solution](#)

1944.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[Shik's solution](#)

1945.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[Shik's solution](#)

1946.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[Shik's solution](#)

1947.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Shik's solution](#)

1948.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Shik's solution](#)

1949.

871D

[Paths](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: number theory, sortings

[Shik's solution](#)

1950.

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Shik's solution](#)

1951.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-07-11 · last AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings

[Shik's solution](#)

1952.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Shik's solution](#)

1953.

778D

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

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-07-10 · last AC: 2017-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms

[Shik's solution](#)

1954.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Shik's solution](#)

1955.

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Shik's solution](#)

1956.

715C

[Digit Tree](#) · [Tutorial](#)

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

[Shik's solution](#)

1957.

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-09-15 · last AC: 2016-09-15 · GNU C++11 (first AC) · Tags: binary search, data structures

[Shik's solution](#)

1958.

623D

[Birthday](#) · [Tutorial](#)

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

[Shik's solution](#)

1959.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[Shik's solution](#)

1960.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: flows

[Shik's solution](#)

1961.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, dp, trees

[Shik's solution](#)

1962.

460E

[Roland and Rose](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2700 · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: brute force, geometry, math, sortings

[Shik's solution](#)

1963.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: dp, probabilities

[Shik's solution](#)

1964.

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: binary search, dsu, trees

[Shik's solution](#)

1965.

407D

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

Quality: 804 global accepts · Rating: 2700 · first AC: 2014-03-30 · last AC: 2014-03-30 · GNU C++0x (first AC) · Tags: dp, hashing

[Shik's solution](#)

1966.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2013-10-10 · GNU C++0x (first AC) · Tags: data structures

[Shik's solution](#)

1967.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2012-08-02 · GNU C++ (first AC) · Tags: data structures, hashing, strings

[Shik's solution](#)

1968.

191D

[Metro Scheme](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: graphs, greedy

[Shik's solution](#)

1969.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2011-09-25 · last AC: 2011-09-26 · GNU C++ (first AC) · Tags: data structures, dsu

[Shik's solution](#)

1970.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Shik's solution](#)

1971.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Shik's solution](#)

1972.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Shik's solution](#)

1973.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

[Shik's solution](#)

1974.

869D

[The Overdosing Ubiquity](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2800 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Shik's solution](#)

1975.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[Shik's solution](#)

1976.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[Shik's solution](#)

1977.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Shik's solution](#)

1978.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Shik's solution](#)

1979.

802D3

[Marmots \(hard\)](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 2800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[Shik's solution](#)

1980.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Shik's solution](#)

1981.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Shik's solution](#)

1982.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Shik's solution](#)

1983.

698E

[Cron](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 2800 · first AC: 2016-07-20 · Ruby (first AC) · Tags: —

[Shik's solution](#)

1984.

657D

[Bear and Paradox](#) · [Tutorial](#)

Rating: 2800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: binary search, math, sortings

[Shik's solution](#)

1985.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: data structures, dp

[Shik's solution](#)

1986.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Shik's solution](#)

1987.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[Shik's solution](#)

1988.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: dp

[Shik's solution](#)

1989.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: flows

[Shik's solution](#)

1990.

472E

[Design Tutorial: Learn from a Game](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2800 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation

[Shik's solution](#)

1991.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2013-07-13 · last AC: 2013-07-14 · GNU C++0x (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[Shik's solution](#)

1992.

283E

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

Quality: 856 global accepts · Rating: 2800 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: combinatorics, data structures, math

[Shik's solution](#)

1993.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2011-08-05 · last AC: 2011-08-05 · GNU C++ (first AC) · Tags: data structures

[Shik's solution](#)

1994.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: bitmasks, dp, shortest paths

[Shik's solution](#)

1995.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, trees

[Shik's solution](#)

1996.

862F

[Mahmoud and Ehab and the final stage](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 2900 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[Shik's solution](#)

1997.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Shik's solution](#)

1998.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2013-11-19 · last AC: 2017-04-18 · GNU C++0x (first AC) · Tags: brute force, math, probabilities

[Shik's solution](#)

1999.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2017-02-18 · last AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[Shik's solution](#)

2000.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Shik's solution](#)

2001.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy

[Shik's solution](#)

2002.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Shik's solution](#)

2003.

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Shik's solution](#)

2004.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Shik's solution](#)

2005.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2015-10-13 · last AC: 2015-10-13 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Shik's solution](#)

2006.

163D

[Large Refrigerator](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: brute force

[Shik's solution](#)

2007.

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[Shik's solution](#)

2008.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[Shik's solution](#)

2009.

790D

[Bear and Rectangle Strips](#) · [Tutorial](#)

Rating: 3000 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Shik's solution](#)

2010.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[Shik's solution](#)

2011.

223E

[Planar Graph](#) · [Tutorial](#)

Quality: 208 global accepts · Rating: 3000 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: flows, geometry, graphs

[Shik's solution](#)

2012.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Shik's solution](#)

2013.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[Shik's solution](#)

2014.

461E

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

Quality: 516 global accepts · Rating: 3000 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: binary search, shortest paths, strings

[Shik's solution](#)

2015.

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2013-08-30 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[Shik's solution](#)

2016.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2012-02-18 · GNU C++ (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Shik's solution](#)

2017.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2017-12-02 · last AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Shik's solution](#)

2018.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2017-09-24 · last AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Shik's solution](#)

2019.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[Shik's solution](#)

2020.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2017-02-14 · last AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Shik's solution](#)

2021.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: data structures, greedy

[Shik's solution](#)

2022.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[Shik's solution](#)

2023.

513G3

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

Quality: 291 global accepts · Rating: 3100 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp

[Shik's solution](#)

2024.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: data structures

[Shik's solution](#)

2025.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2018-12-30 · Ruby (first AC) · Tags: interactive, math, number theory

[Shik's solution](#)

2026.

674G

[Choosing Ads](#) · [Tutorial](#)

Rating: 3200 · first AC: 2016-05-07 · last AC: 2016-05-07 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2027.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[Shik's solution](#)

2028.

543E

[Listening to Music](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3200 · first AC: 2015-10-19 · last AC: 2015-10-19 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[Shik's solution](#)

2029.

1209H

[Moving Walkways](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3300 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Shik's solution](#)

2030.

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Shik's solution](#)

2031.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,266 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Shik's solution](#)

2032.

101190L

[List of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shik's solution](#)

2033.

101190C

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

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shik's solution](#)

2034.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shik's solution](#)

2035.

101190B

[Binary Code](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shik's solution](#)

2036.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shik's solution](#)

2037.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shik's solution](#)

2038.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shik's solution](#)

2039.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shik's solution](#)

2040.

101372E

[Nice Report](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shik's solution](#)

2041.

101372D

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

Rating: — · first AC: 2017-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shik's solution](#)

2042.

101372C

[A Bit Palindromic Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shik's solution](#)

2043.

101372B

[Mortal Combat](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shik's solution](#)

2044.

101372A

[Spreadsheets](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Shik's solution](#)

2045.

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · last AC: 2016-12-03 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2046.

101142D

[Digital Addition](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2047.

101142E

[Easy Reading](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2048.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2049.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2050.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2051.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2052.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2053.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2054.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2055.

100570F

[Tree Query](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2056.

100570D

[TROY Query](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2057.

100570B

[ShortestPath Query](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2058.

100570A

[LCM Query](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2059.

100570E

[Palindrome Query](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2060.

100570C

[Subrect Query](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2061.

100490H

[High School Duels](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-17 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2062.

100490J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-17 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2063.

100490A

[Approximation](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-17 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2064.

100490D

[Duel](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-17 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2065.

100490E

[Environment Problems](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-17 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2066.

100490B

[Big Set](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-17 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2067.

100548G

[The Problem to Slow Down You](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-13 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2068.

100548B

[Puzzle & Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-13 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2069.

100548C

[The Problem Needs 3D Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-13 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2070.

100548H

[The Problem to Make You Happy](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-13 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2071.

100548F

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-13 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2072.

100548I

[International Collegiate Routing Contest](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-13 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2073.

100548K

[Last Defence](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-13 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2074.

100548A

[Built with Qinghuai and Ari Factor](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-13 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2075.

100703C

[Aerotaxi](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2076.

100703H

[A lot of work](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-11 · last AC: 2015-09-11 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2077.

100703F

[Game of words](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2078.

100703K

[Word order](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2079.

100703J

[A lot of time](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2080.

100703E

[Dragons in sleeping](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2081.

100703G

[Game of numbers](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2082.

100703I

[Endeavor for perfection](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2083.

100703A

[Tea-drinking](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2084.

100703B

[Energy Saving](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2085.

100703M

[It's complicated](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2086.

100703L

[Many questions](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: —

[Shik's solution](#)

2087.

100526I

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

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2088.

100526D

[Dropping Directions](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2089.

100526F

[Floating Formation](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2090.

100526A

[Avoiding the Apocalypse](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

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2091.

100526C

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2092.

100526K

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2093.

100526J

[Jury Jeopardy](#) · [Tutorial](#)

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2094.

100526G

[Growling Gears](#) · [Tutorial](#)

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2095.

100526B

[Button Bashing](#) · [Tutorial](#)

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2096.

100526E

[Excellent Engineers](#) · [Tutorial](#)

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2097.

100514G

[uehSlff](#) · [Tutorial](#)

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2098.

100514D

[13Ik](#) · [Tutorial](#)

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2099.

100514F

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Rating: — · first AC: 2014-11-03 · Ruby (first AC) · Tags: —

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2100.

100514L

[Key](#) · [Tutorial](#)

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2101.

100514P

[Proooooooooooooooooofer](#) · [Tutorial](#)

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2102.

100514H

[Peace of AmericaReunion](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2103.

100514N

[tirnaeumPt](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-03 · Ruby (first AC) · Tags: —

[Shik's solution](#)

2104.

100514M

[oPlus](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-03 · Ruby (first AC) · Tags: —

[Shik's solution](#)

2105.

100514E

[Peace of AmericanWedding](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-03 · Ruby (first AC) · Tags: —

[Shik's solution](#)

2106.

100514R

[6227020800](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-03 · Ruby (first AC) · Tags: —

[Shik's solution](#)

2107.

100514K

[Crap](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-03 · Ruby (first AC) · Tags: —

[Shik's solution](#)

2108.

100514Q

[Peace of bzjd](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-03 · Ruby (first AC) · Tags: —

[Shik's solution](#)

2109.

1005140

[0x](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-03 · Ruby (first AC) · Tags: —

[Shik's solution](#)

2110.

100514J

[Common](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-03 · Ruby (first AC) · Tags: —

[Shik's solution](#)

2111.

100514B

[:-P](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-03 · Ruby (first AC) · Tags: —

[Shik's solution](#)

2112.

100514I

[Peace of AmericanPie](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-03 · Ruby (first AC) · Tags: —

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2113.

100514C

[Pgkpxumgs](#) · [Tutorial](#)

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2114.

100514A

[Bank](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2115.

100084C

[Cactus Revolution](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-06 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2116.

100084J

[Jungle Outpost](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-06 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2117.

100084B

[Binary Operation](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-06 · GNU C++0x (first AC) · Tags: —

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2118.

100084D

[Dome of Circus](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-06 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2119.

100084F

[Factorial Simplification](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-06 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2120.

100084H

[Hands of Poker](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-06 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2121.

100084K

[K-Graph Oddity](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-06 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2122.

100084I

[Ideal Path](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-06 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2123.

100084E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-06 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2124.

100084A

[Alignment of Code](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-06 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2125.

100324J

[Crossing the River](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-05 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2126.

100324E

[Formula 1](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-05 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2127.

100324A

[Almost Palindromic Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-05 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2128.

100324H

[Colorful Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-05 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2129.

100324C

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-05 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2130.

100324F

[Surface Genus](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-05 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2131.

100324I

[Princess Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-05 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2132.

100324B

[Cartesian Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-05 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2133.

100324G

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

Rating: — · first AC: 2014-09-05 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2134.

100324D

[DNA Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-05 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2135.

100186E

[Experts](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-04 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2136.

100186F

[Pair Programming](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-04 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2137.

100186H

[IWorm](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-04 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2138.

100186C

[The road](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-04 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2139.

100186J

[New protocol](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-04 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2140.

100186B

[Time to read](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-04 · GNU C++0x (first AC) · Tags: —

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2141.

100186K

[Quality assurance](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-04 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2142.

100186I

[The Match](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-04 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2143.

100186D

[Test problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-04 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2144.

100186G

[Restroom](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-04 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2145.

100186A

[Random Access Memory](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-04 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2146.

100186L

[Epilogue](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-04 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2147.

100451B

[Double Towers of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-22 · last AC: 2014-09-03 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2148.

100451D

[Olympic Games in Berland](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-22 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2149.

100451K

[TopoCM++](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-22 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2150.

100451F

[Berland-Strike](#) · [Tutorial](#)

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[Shik's solution](#)

2151.

100451C

[Drawing with CSS](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-22 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2152.

100451J

[Gennady and Problems](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-22 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2153.

100257C

[Charisma](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-21 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2154.

100257G

[Global Elephant Market](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-21 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2155.

100257F

[Four Ways to Travel](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-21 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2156.

100257B

[Blacklist](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-21 · GNU C++0x (first AC) · Tags: —

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2157.

100257K

[Top K Elements](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-21 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2158.

100257A

[Augmented Reality Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-21 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2159.

100257H

[Hanmattan](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-21 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2160.

100257I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-21 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2161.

100443A

[Mixing Colours](#) · [Tutorial](#)

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2162.

100443J

[Cleaning the Hallway](#) · [Tutorial](#)

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[Shik's solution](#)

2163.

100443B

[It Can Be Arranged](#) · [Tutorial](#)

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[Shik's solution](#)

2164.

100443E

[Joe is learning to speak](#) · [Tutorial](#)

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2165.

100443I

[Trending Topic](#) · [Tutorial](#)

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2166.

100443C

[Shopping Malls](#) · [Tutorial](#)

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2167.

100443H

[Binary Tree](#) · [Tutorial](#)

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2168.

100443D

[Decoding the Hallway](#) · [Tutorial](#)

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2169.

100443F

[Odd and Even Zeroes](#) · [Tutorial](#)

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2170.

100443G

[VivoParc](#) · [Tutorial](#)

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2171.

100418G

[String generator 2](#) · [Tutorial](#)

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[Shik's solution](#)

2172.

100418F

[Sexless marriage agency](#) · [Tutorial](#)

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2173.

100418I

[Pair of paths](#) · [Tutorial](#)

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2174.

100418E

[Hamilton traversal 2](#) · [Tutorial](#)

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[Shik's solution](#)

2175.

100418C

[Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-26 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2176.

100418H

[Equalize](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-26 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2177.

100418J

[Lucky tickets](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-26 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2178.

100418B

[Sum of sequences](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-26 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2179.

100418K

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-26 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2180.

100418D

[BOPC](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-26 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2181.

100418A

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-26 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2182.

100430H

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

Rating: — · first AC: 2014-05-23 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2183.

100430E

[Hot Potato Routing](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-23 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2184.

100430G

[Magic Potions](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-23 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2185.

100430A

[Chip Installation](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-23 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2186.

100430J

[Squary Set](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-23 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2187.

100405H

[Highway of the Future](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-12 · last AC: 2014-05-12 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2188.

100405F

[First Date](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-12 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2189.

100405J

[Jingle Balls](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-12 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2190.

100405A

[Absurdistan Roads](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-12 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2191.

100405B

[Battle for Silver](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-12 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2192.

100405E

[Exponential Towers](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-12 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2193.

100405D

[Diagrams & Tableaux](#) · [Tutorial](#)

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[Shik's solution](#)

2194.

100405C

[Card Trick](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-12 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2195.

100405I

[Infix to Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-12 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2196.

100405G

[Grachten](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-12 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2197.

100365A

[Three Colors](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2198.

100365H

[Peaks](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2199.

100365C

[Arbitrage](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2200.

100365G

[Machine Learning](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2201.

100365J

[The Wall](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2202.

100365E

[Chipmunks](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2203.

100365B

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

Rating: — · first AC: 2014-05-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2204.

100365F

[Coins Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2205.

100365I

[Tour](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2206.

100417H

[Robots' Art](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-28 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2207.

100417I

[Roof Skeleton](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-28 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2208.

100417A

[12:30PM](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-28 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2209.

100417E

[Strange Digits](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-28 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2210.

100417B

[Blackjack](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-28 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2211.

100417F

[Graph Factorization](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-28 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2212.

100417C

[Spending Budget](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-28 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2213.

100417G

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-28 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2214.

100363A

[Aviation Reform](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-21 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2215.

100363I

[Railroad Simulator](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-21 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2216.

100363G

[Nim for Three](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-21 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2217.

100363E

[New Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-21 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2218.

100363H

[Expected Number of Points](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-21 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2219.

100363B

[Busy Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-21 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2220.

100363D

[Cyclic Index](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-21 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2221.

100363J

[Subtrees](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-21 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2222.

100363C

[Center of the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-21 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2223.

100363F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-21 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2224.

100402I

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

Rating: — · first AC: 2014-04-19 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2225.

100402C

[Nothing on TV](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-19 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2226.

100402E

[Points and Lines](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-19 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2227.

100402J

[Wikipedia](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-19 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2228.

100402A

[Graph Theory](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-19 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2229.

100402K

[XOR](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-19 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2230.

100402F

[Reversing Prefixes](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-19 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2231.

100402G

[Inverse Range Minimum Query](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-19 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2232.

100402B

[Minimal Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-19 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2233.

100402D

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

Rating: — · first AC: 2014-04-19 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2234.

100345I

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

Rating: — · first AC: 2014-04-14 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2235.

100345J

[Zen Garden](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-14 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2236.

100345H

[Settling the Universe Up](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-14 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2237.

100345D

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

Rating: — · first AC: 2014-04-14 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2238.

100345G

[Pulp Fiction](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-14 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2239.

100345B

[Signed Derangements](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-14 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2240.

100345E

[New Mayors](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-14 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2241.

100345F

[Sqrt Nim](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-14 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2242.

100357H

[Straight or Flush](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-12 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2243.

100357I

[No Term Repetition Exactly One Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-12 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2244.

100357D

[Discussions](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-12 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2245.

100357A

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-12 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2246.

100357K

[Parse Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-12 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2247.

100357E

[Yet Another Game with Words](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-12 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2248.

100357B

[Chip Reconstruction](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-12 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2249.

100357F

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-12 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2250.

100357G

[The Most Relevant Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-12 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2251.

100243C

[Colorful Cycle Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-05 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2252.

100243J

[Separable Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-05 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2253.

100243A

[Circular Roads](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-05 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2254.

100243D

[Delta, Kappa, Lambda](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-05 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2255.

100243F

[Locally Linked Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-05 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2256.

100243I

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

Rating: — · first AC: 2014-04-05 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2257.

100243H

[Move to Front](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-05 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2258.

100243G

[Magicand Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-05 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2259.

100343G

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

Rating: — · first AC: 2014-03-31 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2260.

100343E

[Convex Permutominoes](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-31 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2261.

100343A

[Kingdom Division](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-31 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2262.

100343J

[Wheels within Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-31 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2263.

100343H

[Truth is in the...](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-31 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2264.

100343B

[Financial Software](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-31 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2265.

100343I

[Video on Demand](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-31 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2266.

100343F

[Substring Search](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-31 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2267.

100343C

[Late Again](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-31 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2268.

100342B

[Car Wash](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-29 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2269.

100342A

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-29 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2270.

100342G

[TV Show](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-29 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2271.

100342C

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

Rating: — · first AC: 2014-03-29 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2272.

100342H

[Hard Test](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-29 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2273.

100342F

[Move to Front](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-29 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2274.

100342J

[Triatrip](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-29 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2275.

100342I

[Travel Agency](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-29 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2276.

100342D

[Dinner Problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-29 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2277.

100342E

[Minima](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-29 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2278.

100341A

[Agrarian Reform](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2279.

100341B

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

Rating: — · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2280.

100341G

[3D Knight](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2281.

100341C

[AVL Trees](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2282.

100341D

[Block Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2283.

100341H

[Perfect Lodging](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2284.

100341F

[Independent Set](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2285.

100341J

[Trip Expenses](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2286.

100341I

[Hungry Queen 2](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2287.

100341E

[Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2288.

100340B

[Ear Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-17 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2289.

100340F

[Decoding Prefix Codes](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-17 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2290.

100340E

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

Rating: — · first AC: 2014-03-17 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2291.

100340G

[Hungry Queen](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-17 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2292.

100340C

[ePig](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-17 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2293.

100340J

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

Rating: — · first AC: 2014-03-17 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2294.

100340H

[Boat Race](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-17 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2295.

100340A

[Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-17 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2296.

100340I

[Longest Common Subpair](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-17 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2297.

100340D

[Irreducible Young Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-17 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2298.

100339J

[Superposition](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2299.

100339F

[Integer Packing](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2300.

100339H

[SETI](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2301.

100339G

[Rectangular Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2302.

100339E

[Nice Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2303.

100339I

[Sum vs Product](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2304.

100339B

[Diversion](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2305.

100338B

[Geometry Problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-08 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2306.

100338I

[TV Show](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-08 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2307.

100338C

[Important Roads](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-08 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2308.

100338G

[Fun with Squares](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-08 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2309.

100338D

[Crazy Nim](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-08 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2310.

100338H

[High Speed Trains](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-08 · last AC: 2014-03-08 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2311.

100338F

[Spam Filter](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-08 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2312.

100338E

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-08 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2313.

100325J

[Unreachable Code](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2314.

100325B

[Divide by Two](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2315.

100325F

[London Streets](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2316.

100325G

[Word Morpher](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2317.

100325E

[Kingdom Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2318.

100325H

[Range Minimum Query](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2319.

100325A

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

Rating: — · first AC: 2014-01-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2320.

100325D

[False RSA](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2321.

100299D

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-24 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2322.

100299A

[Rubik's Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-24 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2323.

100299J

[Captain Obvious and the Rabbit-Man](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-24 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2324.

100299H

[Chain & Co.](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-24 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2325.

100299K

[Digraphs](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-24 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2326.

100299I

[Crane](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-24 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2327.

100299F

[Draughts](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-24 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2328.

100299C

[Magical GCD](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-24 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2329.

100299B

[What does the fox say?](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-24 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2330.

100299L

[Bus](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-24 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2331.

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2332.

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2333.

100307G

[Green Energy](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2334.

100307I

[Interactive Interception](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2335.

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2336.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2337.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2338.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-10 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2339.

100253G

[Expression Evaluation](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-19 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2340.

100253E

[Scientific Battalion](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-19 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2341.

100253D

[Grumpy Cat](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-19 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2342.

100253J

[Contest, Another Contest and Train](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-19 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2343.

100253C

[Equivalent Cards](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-19 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2344.

100253F

[Judging Time Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-19 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2345.

100253B

[Travelling Camera Problem](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-19 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2346.

100253K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-19 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2347.

100253I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-19 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2348.

100253L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-19 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2349.

100253H

[Password Service](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-19 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2350.

100269C

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

Rating: — · first AC: 2013-11-02 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2351.

100269J

[J](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-02 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2352.

100269L

[Lonely Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-02 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2353.

100269F

[Flight Boarding Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-02 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2354.

100269H

[Heavy Chain Clusterization](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-02 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2355.

100269K

[Kids in a Friendly Class](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-02 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2356.

100269D

[Dwarf Tower](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-02 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2357.

100269B

[Ballot Analyzing Device](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-02 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2358.

100269E

[Energy Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-02 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2359.

100269G

[Garage](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-02 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2360.

100269A

[Arrangement of Contest](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-02 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2361.

100222E

[Infinity Sect](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-15 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2362.

100222F

[Polymorphism](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-15 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2363.

100222A

[Addictions](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-15 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2364.

100222C

[Decoding Martian Messages](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-15 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2365.

100222J

[Truth](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-15 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2366.

100222G

[Refrain](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-15 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2367.

100096C

[General Bytor](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-24 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2368.

100096I

[Stars](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-24 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2369.

100096J

[Sum of a subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-24 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2370.

100096E

[Medical examination](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-24 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2371.

100096A

[Athletic competition](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-24 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2372.

100096B

[Cylinders](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-24 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2373.

100096D

[Guessing game](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-24 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2374.

100096F

[NumberEater](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-24 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2375.

100096K

[Table game](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-24 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2376.

100113G

[Pattern Matching](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-01 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2377.

100113E

[Teach Yourself Pottery](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-01 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2378.

100113J

[Order Splitter](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-01 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2379.

100113D

[Compression](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-01 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2380.

100113K

[The Merry Student Life During the Term...](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-01 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2381.

100113H

[Roman Cities](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-01 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2382.

100113B

[Airlines - 2](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-01 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2383.

100113F

[The Young Networker](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-01 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2384.

100113C

[Blots on Paper](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-01 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2385.

100203F

[Find the sequence](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-31 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2386.

100203D

[Different vectors](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-31 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2387.

100203A

[Ariel](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-31 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2388.

100203I

[I WIN](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-31 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2389.

100203H

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-31 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2390.

100203E

[bits-Equalizer](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-31 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2391.

100203G

[Good elements](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-31 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2392.

100112I

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-28 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2393.

100112F

[Food Review](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-28 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2394.

100112E

[Eco-driving](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-28 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2395.

100112K

[Kindergarten](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-28 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2396.

100112G

[Galactic Warlords](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-28 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2397.

100112J

[Juice](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-28 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2398.

100112C

[Cookie Selection](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-28 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2399.

100112H

[Horror List](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-28 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2400.

100112D

[Doorman](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-28 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2401.

100112B

[Bread Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-28 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2402.

100112A

[Aaah!](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-28 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2403.

100218B

[Fixed Point](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-06 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2404.

100218D

[Young Hackers](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-06 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2405.

100218E

[Mazes Exit Guide](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-06 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2406.

100218A

[Perfect Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-06 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2407.

100218F

[Nonequal Parts](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-06 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2408.

100218H

[Rent A Car](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-06 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2409.

100218G

[Primitive Product](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-06 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2410.

100182G

[Pool Table](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2411.

100182A

[Block Game](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2412.

100182I

[Mosaic](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2413.

100182H

[Robot Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2414.

100182D

[Knitting](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2415.

100182B

[Euclid](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2416.

100182E

[Minesweeper](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2417.

100155H

[Connecting Islands](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-27 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2418.

100155F

[Lock Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-27 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2419.

100155B

[No Name](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-27 · GNU C++0x (first AC) · Tags: —

[Shik's solution](#)

2420.

100155J

[Math Homework](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-27 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2421.

100155E

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

Rating: — · first AC: 2013-02-27 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2422.

100155G

[Archery](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-27 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2423.

100155I

[Contest Hall Preparation](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-27 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2424.

100155A

[The New President](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-27 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2425.

100155D

[Kids Love Candies](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-27 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2426.

100155C

[Encrypted Password](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-27 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2427.

100162G

[Lyndon Words](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-23 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2428.

100162A

[Box Game](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-23 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2429.

100162F

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

Rating: — · first AC: 2013-02-23 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2430.

100162B

[Circle of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-23 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2431.

100162H

[Temperature](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-23 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2432.

100153E

[Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-01 · last AC: 2013-02-01 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2433.

100153J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2434.

100153D

[Minimal Cut Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2435.

100153B

[Discount](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2436.

100153A

[War Academy](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2437.

100153G

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

Rating: — · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2438.

100153C

[Dowry](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2439.

100032I

[Triangoogole](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-30 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2440.

100032B

[Cuts](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-30 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2441.

100032E

[Awticulation disowdews](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-30 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2442.

100032J

[Islands](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-30 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2443.

100032H

[Poplars](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-30 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2444.

100032L

[Races](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-30 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2445.

100032A

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-30 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2446.

100085C

[Caption](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-13 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2447.

100085D

[Dictionary Size](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-13 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2448.

100085G

[GCD Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-13 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2449.

100085E

[Eve](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-13 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2450.

100085K

[Kingdom Roadmap](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-13 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2451.

100085B

[Binary Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-13 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2452.

100085A

[ASCII Area](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-13 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2453.

100134F

[Folding Snake Cube](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2454.

100134C

[Caravan Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2455.

100134E

[Exact Measurement](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2456.

100134D

[Disjoint Regular Expressions](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2457.

100134J

[Jumping Around](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2458.

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2459.

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2460.

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2461.

100109I

[Gena vs Petya](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-23 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2462.

100109B

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

Rating: — · first AC: 2012-11-22 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2463.

100109H

[Sultan's Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-22 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2464.

100109G

[Database Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-22 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2465.

100109E

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

Rating: — · first AC: 2012-11-22 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2466.

100109L

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

Rating: — · first AC: 2012-11-22 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2467.

100109F

[Dumbbells](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-22 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2468.

100109J

[Ternary Password](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-22 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2469.

100125C

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2470.

100125L

[Log Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2471.

100125H

[Hospital](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2472.

100125G

[Grid](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2473.

100125D

[Deepest Station](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2474.

100125E

[Electricity](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2475.

100125B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2476.

100125F

[Final Standings](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2477.

100125A

[Aztec Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2478.

100114K

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-09 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2479.

100114F

[GCDs](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-09 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2480.

100114E

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

Rating: — · first AC: 2012-11-09 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2481.

100114I

[Dunno](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-09 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2482.

100114J

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-09 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2483.

100114A

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-09 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2484.

100114D

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-09 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2485.

100114H

[Milestones](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-09 · GNU C++ (first AC) · Tags: —

[Shik's solution](#)

2486.

100114C

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100025H

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