

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

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# Unique solved — Sidiq\_HA

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

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

Filters: none

Count: 1,285

1.

1520A

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

Quality: 58,466 global accepts · Rating: 800 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Sidiq\\_HA's solution](#)

2.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,382 global accepts · Rating: 800 · first AC: 2026-05-01 · last AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Sidiq\\_HA's solution](#)

3.

977A

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

Quality: 217,539 global accepts · Rating: 800 · first AC: 2018-05-06 · last AC: 2026-04-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

4.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,126 global accepts · Rating: 800 · first AC: 2019-03-22 · last AC: 2026-02-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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5.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,649 global accepts · Rating: 800 · first AC: 2026-02-21 · last AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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6.

110A

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

Quality: 199,538 global accepts · Rating: 800 · first AC: 2015-05-16 · last AC: 2026-02-21 · GNU C++ (first AC) · Tags: implementation

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7.

791A

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

Quality: 257,296 global accepts · Rating: 800 · first AC: 2017-03-28 · last AC: 2026-02-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

8.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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9.

1405A

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Quality: 21,908 global accepts · Rating: 800 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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**10.**

1409A

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**11.**

1400A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Sidiq\\_HA's solution](#)

**12.**

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[Sidiq\\_HA's solution](#)

**13.**

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,791 global accepts · Rating: 800 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Sidiq\\_HA's solution](#)

**14.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,814 global accepts · Rating: 800 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**15.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,614 global accepts · Rating: 800 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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**16.**

1388A

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Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Sidiq\\_HA's solution](#)

**17.**

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,885 global accepts · Rating: 800 · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sidiq\\_HA's solution](#)

**18.**

1372A

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Quality: 33,483 global accepts · Rating: 800 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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**19.**

1371A

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Quality: 51,264 global accepts · Rating: 800 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: math

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**20.**

1374A

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Quality: 64,193 global accepts · Rating: 800 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: math

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**21.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

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**22.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,489 global accepts · Rating: 800 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Sidiq\\_HA's solution](#)

**23.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,955 global accepts · Rating: 800 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sidiq\\_HA's solution](#)

**24.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,714 global accepts · Rating: 800 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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**25.**

1316A

[Grade Allocation](#) · [Tutorial](#)

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**26.**

1311A

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

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**27.**

1296A

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**28.**

1294A

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**29.**

1270A

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**30.**

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

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**31.**

1228A

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**32.**

1234A

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**33.**

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: strings  
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**34.**

1209A

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**35.**

1207A

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**36.**

1206A

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**37.**

1200A

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**38.**

1196A

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**39.**

1148A

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**40.**

1185A

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**41.**

1173A

[Nauuo and Votes](#) · [Tutorial](#)

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42.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

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43.

1108A

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Quality: 23,354 global accepts · Rating: 800 · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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44.

1106A

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Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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45.

1167A

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46.

1159A

[A pile of stones](#) · [Tutorial](#)

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[Sidiq\\_HA's solution](#)

47.

1162A

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Quality: 8,751 global accepts · Rating: 800 · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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48.

1097A

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49.

1150A

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50.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,649 global accepts · Rating: 800 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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51.

1152A

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Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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52.

1154A

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**53.**

1114A

[Got Any Grapes? · Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

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**54.**

1143A

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Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**55.**

50A

[Domino piling · Tutorial](#)

Quality: 318,797 global accepts · Rating: 800 · first AC: 2015-05-13 · last AC: 2019-04-06 · GNU C++ (first AC) · Tags: greedy, math

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**56.**

1144A

[Diverse Strings · Tutorial](#)

Quality: 22,028 global accepts · Rating: 800 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sidiq\\_HA's solution](#)

**57.**

785A

[Anton and Polyhedrons · Tutorial](#)

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**58.**

1030A

[In Search of an Easy Problem · Tutorial](#)

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[Sidiq\\_HA's solution](#)

**59.**

1139A

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Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sidiq\\_HA's solution](#)

**60.**

1118A

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**61.**

1136A

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**62.**

1130A

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Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**63.**

1131A

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Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: math

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**64.**

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

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**65.**

1088A

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

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

[Sidiq\\_HA's solution](#)

**66.**

1043A

[Elections](#) · [Tutorial](#)

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[Sidiq\\_HA's solution](#)

**67.**

1077A

[Frog Jumping](#) · [Tutorial](#)

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**68.**

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Sidiq\\_HA's solution](#)

**69.**

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 800 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force

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**70.**

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,846 global accepts · Rating: 800 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Sidiq\\_HA's solution](#)

**71.**

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sidiq\\_HA's solution](#)

**72.**

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**73.**

999A

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

Quality: 25,329 global accepts · Rating: 800 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sidiq\\_HA's solution](#)

**74.**

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,390 global accepts · Rating: 800 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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- 75.**  
932A  
[Palindromic Supersequence](#) · [Tutorial](#)  
Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
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- 76.**  
938A  
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- 77.**  
939A  
[Love Triangle](#) · [Tutorial](#)  
Quality: 29,710 global accepts · Rating: 800 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs  
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- 78.**  
935A  
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Quality: 47,238 global accepts · Rating: 800 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[Sidiq\\_HA's solution](#)
- 79.**  
988A  
[Diverse Team](#) · [Tutorial](#)  
Quality: 28,505 global accepts · Rating: 800 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[Sidiq\\_HA's solution](#)
- 80.**  
937A  
[Olympiad](#) · [Tutorial](#)  
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[Sidiq\\_HA's solution](#)
- 81.**  
987A  
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Quality: 17,504 global accepts · Rating: 800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sidiq\\_HA's solution](#)
- 82.**  
931A  
[Friends Meeting](#) · [Tutorial](#)  
Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-05-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math  
[Sidiq\\_HA's solution](#)
- 83.**  
946A  
[Partition](#) · [Tutorial](#)  
Quality: 18,160 global accepts · Rating: 800 · first AC: 2018-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[Sidiq\\_HA's solution](#)
- 84.**  
950A  
[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)  
Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[Sidiq\\_HA's solution](#)
- 85.**  
954A  
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Quality: 11,047 global accepts · Rating: 800 · first AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sidiq\\_HA's solution](#)

- 86.**  
959A  
[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)  
Quality: 55,676 global accepts · Rating: 800 · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: games, math  
[Sidiq\\_HA's solution](#)
- 87.**  
965A  
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[Sidiq\\_HA's solution](#)
- 88.**  
976A  
[Minimum Binary Number](#) · [Tutorial](#)  
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- 89.**  
894A  
[QAQ](#) · [Tutorial](#)  
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- 90.**  
964A  
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- 91.**  
873A  
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- 92.**  
867A  
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Quality: 20,637 global accepts · Rating: 800 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sidiq\\_HA's solution](#)
- 93.**  
855A  
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[Sidiq\\_HA's solution](#)
- 94.**  
854A  
[Fraction](#) · [Tutorial](#)  
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- 95.**  
837A  
[Text Volume](#) · [Tutorial](#)  
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- 96.**  
780A  
[Andryusha and Socks](#) · [Tutorial](#)  
Quality: 22,787 global accepts · Rating: 800 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**97.**

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,935 global accepts · Rating: 800 · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Sidiq\\_HA's solution](#)

**98.**

734A

[Anton and Danik](#) · [Tutorial](#)

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[Sidiq\\_HA's solution](#)

**99.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,849 global accepts · Rating: 800 · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Sidiq\\_HA's solution](#)

**100.**

731A

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

Quality: 53,216 global accepts · Rating: 800 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sidiq\\_HA's solution](#)

**101.**

721A

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

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**102.**

723A

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

Quality: 100,733 global accepts · Rating: 800 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[Sidiq\\_HA's solution](#)

**103.**

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,033 global accepts · Rating: 800 · first AC: 2016-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Sidiq\\_HA's solution](#)

**104.**

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**105.**

711A

[Bus to Udayland](#) · [Tutorial](#)

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

[Sidiq\\_HA's solution](#)

**106.**

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,795 global accepts · Rating: 800 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**107.**

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**108.**

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: greedy, implementation

[Sidiq\\_HA's solution](#)

**109.**

680A

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

Quality: 13,295 global accepts · Rating: 800 · first AC: 2016-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Sidiq\\_HA's solution](#)

**110.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,678 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**111.**

676A

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

Quality: 14,703 global accepts · Rating: 800 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Sidiq\\_HA's solution](#)

**112.**

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,679 global accepts · Rating: 800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**113.**

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**114.**

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**115.**

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 800 · first AC: 2016-04-21 · GNU C++11 (first AC) · Tags: math, number theory

[Sidiq\\_HA's solution](#)

**116.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,202 global accepts · Rating: 800 · first AC: 2016-03-02 · GNU C++ (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**117.**

629A

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

Quality: 14,848 global accepts · Rating: 800 · first AC: 2016-02-20 · GNU C++ (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[Sidiq\\_HA's solution](#)

**118.**

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,765 global accepts · Rating: 800 · first AC: 2016-01-13 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**119.**

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,842 global accepts · Rating: 800 · first AC: 2015-12-14 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers

[Sidiq\\_HA's solution](#)

**120.**

599A

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

Quality: 31,440 global accepts · Rating: 800 · first AC: 2015-12-14 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**121.**

581A

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

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

[Sidiq\\_HA's solution](#)

**122.**

384A

[Coder](#) · [Tutorial](#)

Quality: 17,219 global accepts · Rating: 800 · first AC: 2015-09-21 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**123.**

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,443 global accepts · Rating: 800 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: brute force, implementation

[Sidiq\\_HA's solution](#)

**124.**

214A

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

Quality: 42,925 global accepts · Rating: 800 · first AC: 2015-09-15 · GNU C++ (first AC) · Tags: brute force

[Sidiq\\_HA's solution](#)

**125.**

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2015-09-15 · GNU C++ (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**126.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,451 global accepts · Rating: 800 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**127.**

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,959 global accepts · Rating: 800 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**128.**

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,513 global accepts · Rating: 800 · first AC: 2015-09-08 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Sidiq\\_HA's solution](#)

**129.**

454A

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

Quality: 16,120 global accepts · Rating: 800 · first AC: 2015-07-10 · GNU C++11 (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**130.**

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,257 global accepts · Rating: 800 · first AC: 2015-07-10 · GNU C++11 (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**131.**

551A

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

Quality: 17,860 global accepts · Rating: 800 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[Sidiq\\_HA's solution](#)

**132.**

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,032 global accepts · Rating: 800 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Sidiq\\_HA's solution](#)

**133.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,994 global accepts · Rating: 800 · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: implementation, strings

[Sidiq\\_HA's solution](#)

**134.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,555 global accepts · Rating: 800 · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: implementation, strings

[Sidiq\\_HA's solution](#)

**135.**

546A

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

Quality: 235,260 global accepts · Rating: 800 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Sidiq\\_HA's solution](#)

**136.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,249 global accepts · Rating: 800 · first AC: 2015-05-21 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**137.**

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,132 global accepts · Rating: 800 · first AC: 2015-05-21 · GNU C++ (first AC) · Tags: brute force, implementation

[Sidiq\\_HA's solution](#)

**138.**

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-05-20 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Sidiq\\_HA's solution](#)

**139.**

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,951 global accepts · Rating: 800 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**140.**

443A

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

Quality: 112,086 global accepts · Rating: 800 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Sidiq\\_HA's solution](#)

**141.**

469A

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

Quality: 121,224 global accepts · Rating: 800 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: greedy, implementation

[Sidiq\\_HA's solution](#)

**142.**

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**143.**

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,573 global accepts · Rating: 800 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**144.**

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,419 global accepts · Rating: 800 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[Sidiq\\_HA's solution](#)

**145.**

155A

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

Quality: 93,679 global accepts · Rating: 800 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: brute force

[Sidiq\\_HA's solution](#)

**146.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,230 global accepts · Rating: 800 · first AC: 2015-05-18 · GNU C++ (first AC) · Tags: brute force

[Sidiq\\_HA's solution](#)

**147.**

61A

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

Quality: 136,230 global accepts · Rating: 800 · first AC: 2015-05-18 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**148.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,364 global accepts · Rating: 800 · first AC: 2015-05-18 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**149.**

486A

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

Quality: 154,172 global accepts · Rating: 800 · first AC: 2015-05-18 · GNU C++ (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**150.**

144A

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

Quality: 121,437 global accepts · Rating: 800 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**151.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,497 global accepts · Rating: 800 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: implementation, strings

[Sidiq\\_HA's solution](#)

**152.**

266B

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

Quality: 166,112 global accepts · Rating: 800 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[Sidiq\\_HA's solution](#)

**153.**

228A

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

Quality: 139,838 global accepts · Rating: 800 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**154.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,083 global accepts · Rating: 800 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**155.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,564 global accepts · Rating: 800 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**156.**

472A

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

Quality: 70,784 global accepts · Rating: 800 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: math, number theory

[Sidiq\\_HA's solution](#)

**157.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,773 global accepts · Rating: 800 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: brute force

[Sidiq\\_HA's solution](#)

**158.**

467A

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

Quality: 155,973 global accepts · Rating: 800 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**159.**

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**160.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,108 global accepts · Rating: 800 · first AC: 2015-05-15 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Sidiq\\_HA's solution](#)

**161.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,419 global accepts · Rating: 800 · first AC: 2015-05-15 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[Sidiq\\_HA's solution](#)

**162.**

281A

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

Quality: 271,054 global accepts · Rating: 800 · first AC: 2015-05-15 · GNU C++ (first AC) · Tags: implementation, strings

[Sidiq\\_HA's solution](#)

**163.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,431 global accepts · Rating: 800 · first AC: 2015-05-15 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, strings

[Sidiq\\_HA's solution](#)

**164.**

112A

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

Quality: 287,316 global accepts · Rating: 800 · first AC: 2015-05-15 · GNU C++ (first AC) · Tags: implementation, strings

[Sidiq\\_HA's solution](#)

**165.**

266A

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

Quality: 244,627 global accepts · Rating: 800 · first AC: 2015-05-13 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**166.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,582 global accepts · Rating: 800 · first AC: 2015-05-13 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**167.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,387 global accepts · Rating: 800 · first AC: 2015-05-13 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**168.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,365 global accepts · Rating: 800 · first AC: 2015-05-13 · GNU C++ (first AC) · Tags: brute force, greedy

[Sidiq\\_HA's solution](#)

**169.**

71A

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

Quality: 503,380 global accepts · Rating: 800 · first AC: 2015-05-13 · GNU C++ (first AC) · Tags: strings

[Sidiq\\_HA's solution](#)

**170.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,549 global accepts · Rating: 800 · first AC: 2015-05-13 · GNU C++ (first AC) · Tags: \*special, implementation

[Sidiq\\_HA's solution](#)

**171.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,038 global accepts · Rating: 800 · first AC: 2015-05-11 · GNU C++ (first AC) · Tags: brute force, math

[Sidiq\\_HA's solution](#)

**172.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**173.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,838 global accepts · Rating: 900 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, sortings

[Sidiq\\_HA's solution](#)

**174.**

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 900 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**175.**

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,060 global accepts · Rating: 900 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Sidiq\\_HA's solution](#)

**176.**

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,595 global accepts · Rating: 900 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**177.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: games

[Sidiq\\_HA's solution](#)

**178.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**179.**

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,681 global accepts · Rating: 900 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Sidiq\\_HA's solution](#)

**180.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**181.**

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,605 global accepts · Rating: 900 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**182.**

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sidiq\\_HA's solution](#)

**183.**

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 900 · first AC: 2019-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Sidiq\\_HA's solution](#)

**184.**

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,512 global accepts · Rating: 900 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Sidiq\\_HA's solution](#)

**185.**

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sidiq\\_HA's solution](#)

**186.**

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**187.**

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,695 global accepts · Rating: 900 · first AC: 2019-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**188.**

1106C

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

Quality: 15,915 global accepts · Rating: 900 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[Sidiq\\_HA's solution](#)

**189.**

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy

[Sidiq\\_HA's solution](#)

**190.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**191.**

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 900 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sidiq\\_HA's solution](#)

**192.**

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sidiq\\_HA's solution](#)

**193.**

1144B

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

Quality: 18,338 global accepts · Rating: 900 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Sidiq\\_HA's solution](#)

**194.**

1141B

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

Quality: 23,081 global accepts · Rating: 900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**195.**

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,079 global accepts · Rating: 900 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[Sidiq\\_HA's solution](#)

**196.**

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sidiq\\_HA's solution](#)

**197.**

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Sidiq\\_HA's solution](#)

**198.**

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**199.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Sidiq\\_HA's solution](#)

**200.**

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**201.**

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**202.**

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**203.**

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Sidiq\\_HA's solution](#)

**204.**

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2018-05-18 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Sidiq\\_HA's solution](#)

**205.**

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,952 global accepts · Rating: 900 · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**206.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,796 global accepts · Rating: 900 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sidiq\\_HA's solution](#)

**207.**

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**208.**

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sidiq\\_HA's solution](#)

**209.**

872A

[Search for Pretty Integers](#) · [Tutorial](#)

Rating: 900 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**210.**

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**211.**

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Sidiq\\_HA's solution](#)

**212.**

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,345 global accepts · Rating: 900 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[Sidiq\\_HA's solution](#)

**213.**

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,635 global accepts · Rating: 900 · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Sidiq\\_HA's solution](#)

**214.**

631A

[Interview](#) · [Tutorial](#)

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

[Sidiq\\_HA's solution](#)

**215.**

616A

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

Quality: 10,833 global accepts · Rating: 900 · first AC: 2016-01-13 · GNU C++ (first AC) · Tags: implementation, strings

[Sidiq\\_HA's solution](#)

**216.**

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,284 global accepts · Rating: 900 · first AC: 2015-12-14 · GNU C++ (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**217.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,222 global accepts · Rating: 900 · first AC: 2015-11-15 · GNU C++ (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**218.**

588A

[Duff and Meat](#) · [Tutorial](#)

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

[Sidiq\\_HA's solution](#)

**219.**

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,592 global accepts · Rating: 900 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**220.**

580A

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

Quality: 104,709 global accepts · Rating: 900 · first AC: 2015-09-22 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[Sidiq\\_HA's solution](#)

**221.**

115A

[Party](#) · [Tutorial](#)

Quality: 43,365 global accepts · Rating: 900 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[Sidiq\\_HA's solution](#)

**222.**

556A

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

Quality: 46,397 global accepts · Rating: 900 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: greedy

[Sidiq\\_HA's solution](#)

**223.**

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2015-09-08 · GNU C++ (first AC) · Tags: sortings

[Sidiq\\_HA's solution](#)

**224.**

439A

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

Quality: 26,623 global accepts · Rating: 900 · first AC: 2015-09-08 · GNU C++ (first AC) · Tags: greedy, implementation

[Sidiq\\_HA's solution](#)

**225.**

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,977 global accepts · Rating: 900 · first AC: 2015-09-04 · GNU C++ (first AC) · Tags: greedy, implementation

[Sidiq\\_HA's solution](#)

**226.**

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,157 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

[Sidiq\\_HA's solution](#)

**227.**

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,713 global accepts · Rating: 900 · first AC: 2015-06-01 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**228.**

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,992 global accepts · Rating: 900 · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Sidiq\\_HA's solution](#)

**229.**

313A

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

Quality: 65,054 global accepts · Rating: 900 · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: implementation, number theory

[Sidiq\\_HA's solution](#)

**230.**

519A

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

Quality: 20,131 global accepts · Rating: 900 · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**231.**

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,501 global accepts · Rating: 900 · first AC: 2015-05-21 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Sidiq\\_HA's solution](#)

**232.**

545A

[Toy Cars](#) · [Tutorial](#)

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

[Sidiq\\_HA's solution](#)

**233.**

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,136 global accepts · Rating: 900 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**234.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,924 global accepts · Rating: 900 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: greedy

[Sidiq\\_HA's solution](#)

**235.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,079 global accepts · Rating: 900 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: strings

[Sidiq\\_HA's solution](#)

**236.**

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2015-05-18 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**237.**

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,028 global accepts · Rating: 900 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Sidiq\\_HA's solution](#)

**238.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,759 global accepts · Rating: 900 · first AC: 2015-05-15 · GNU C++ (first AC) · Tags: greedy, sortings

[Sidiq\\_HA's solution](#)

**239.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,024 global accepts · Rating: 900 · first AC: 2015-05-15 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**240.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,682 global accepts · Rating: 900 · first AC: 2015-05-13 · GNU C++ (first AC) · Tags: implementation, strings

[Sidiq\\_HA's solution](#)

**241.**

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**242.**

1690D

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

Quality: 47,058 global accepts · Rating: 1000 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, two pointers

[Sidiq\\_HA's solution](#)

**243.**

1405B

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

Quality: 23,030 global accepts · Rating: 1000 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Sidiq\\_HA's solution](#)

**244.**

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,822 global accepts · Rating: 1000 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sidiq\\_HA's solution](#)

**245.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,948 global accepts · Rating: 1000 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Sidiq\\_HA's solution](#)

**246.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Sidiq\\_HA's solution](#)

**247.**

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1000 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**248.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Sidiq\\_HA's solution](#)

**249.**

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**250.**

1234B1

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

Quality: 19,769 global accepts · Rating: 1000 · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**251.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Sidiq\\_HA's solution](#)

**252.**

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-08-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**253.**

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sidiq\\_HA's solution](#)

**254.**

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**255.**

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Sidiq\\_HA's solution](#)

**256.**

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1000 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**257.**

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-07-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sidiq\\_HA's solution](#)

**258.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,581 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Sidiq\\_HA's solution](#)

**259.**

1174A

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

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Sidiq\\_HA's solution](#)

**260.**

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sidiq\\_HA's solution](#)

**261.**

1165B

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

Quality: 24,291 global accepts · Rating: 1000 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Sidiq\\_HA's solution](#)

**262.**

1155A

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

Quality: 25,983 global accepts · Rating: 1000 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[Sidiq\\_HA's solution](#)

**263.**

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Sidiq\\_HA's solution](#)

**264.**

1151A

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

Quality: 11,859 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[Sidiq\\_HA's solution](#)

**265.**

1144C

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

Quality: 16,365 global accepts · Rating: 1000 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Sidiq\\_HA's solution](#)

**266.**

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**267.**

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sidiq\\_HA's solution](#)

**268.**

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,485 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**269.**

1133A

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

Quality: 19,707 global accepts · Rating: 1000 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**270.**

1136B

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

Quality: 12,275 global accepts · Rating: 1000 · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Sidiq\\_HA's solution](#)

**271.**

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Sidiq\\_HA's solution](#)

**272.**

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**273.**

1088B

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

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Sidiq\\_HA's solution](#)

**274.**

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sidiq\\_HA's solution](#)

**275.**

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Sidiq\\_HA's solution](#)

**276.**

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**277.**

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**278.**

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sidiq\\_HA's solution](#)

**279.**

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**280.**

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Sidiq\\_HA's solution](#)

**281.**

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**282.**

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**283.**

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**284.**

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Sidiq\\_HA's solution](#)

**285.**

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Sidiq\\_HA's solution](#)

**286.**

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sidiq\\_HA's solution](#)

**287.**

798A

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

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[Sidiq\\_HA's solution](#)

**288.**

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

[Sidiq\\_HA's solution](#)

**289.**

864B

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

Quality: 9,984 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Sidiq\\_HA's solution](#)

**290.**

862A

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

Quality: 10,706 global accepts · Rating: 1000 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sidiq\\_HA's solution](#)

**291.**

766B

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

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2017-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[Sidiq\\_HA's solution](#)

**292.**

766A

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

Quality: 34,549 global accepts · Rating: 1000 · first AC: 2017-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Sidiq\\_HA's solution](#)

**293.**

733A

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**294.**

732B

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

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Sidiq\\_HA's solution](#)

**295.**

727A

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

Quality: 18,027 global accepts · Rating: 1000 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math

[Sidiq\\_HA's solution](#)

**296.**

680B

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

Quality: 26,244 global accepts · Rating: 1000 · first AC: 2016-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Sidiq\\_HA's solution](#)

**297.**

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,041 global accepts · Rating: 1000 · first AC: 2016-06-02 · GNU C++11 (first AC) · Tags: greedy

[Sidiq\\_HA's solution](#)

**298.**

672B

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

Quality: 18,534 global accepts · Rating: 1000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[Sidiq\\_HA's solution](#)

**299.**

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**300.**

669B

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

Rating: 1000 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**301.**

400A

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

Quality: 6,866 global accepts · Rating: 1000 · first AC: 2016-03-02 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**302.**

616B

[Dinner with Emma](#) · [Tutorial](#)

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

[Sidiq\\_HA's solution](#)

**303.**

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,559 global accepts · Rating: 1000 · first AC: 2015-12-28 · GNU C++ (first AC) · Tags: combinatorics, math

[Sidiq\\_HA's solution](#)

**304.**

584A

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

Quality: 52,619 global accepts · Rating: 1000 · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**305.**

583A

[Asphalting Roads](#) · [Tutorial](#)

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

[Sidiq\\_HA's solution](#)

**306.**

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,024 global accepts · Rating: 1000 · first AC: 2015-09-18 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**307.**

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1000 · first AC: 2015-09-18 · GNU C++ (first AC) · Tags: brute force, implementation

[Sidiq\\_HA's solution](#)

**308.**

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 1000 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: bitmasks

[Sidiq\\_HA's solution](#)

**309.**

441A

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

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: implementation

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**310.**

450A

[Jzzhu and Children](#) · [Tutorial](#)

Quality: 44,429 global accepts · Rating: 1000 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: implementation

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**311.**

560A

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

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: implementation, sortings

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**312.**

124A

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

Quality: 44,212 global accepts · Rating: 1000 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: math

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**313.**

37A

[Towers](#) · [Tutorial](#)

Quality: 27,692 global accepts · Rating: 1000 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: sortings

[Sidiq\\_HA's solution](#)

**314.**

118B

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

Quality: 34,585 global accepts · Rating: 1000 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

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**315.**

577A

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

Quality: 45,289 global accepts · Rating: 1000 · first AC: 2015-09-11 · GNU C++ (first AC) · Tags: implementation, number theory

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**316.**

339B

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

Quality: 81,388 global accepts · Rating: 1000 · first AC: 2015-09-03 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**317.**

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,745 global accepts · Rating: 1000 · first AC: 2015-07-15 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Sidiq\\_HA's solution](#)

**318.**

515A

[Brazil and Date](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1000 · first AC: 2015-06-01 · GNU C++ (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**319.**

476A

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

Quality: 51,624 global accepts · Rating: 1000 · first AC: 2015-05-28 · GNU C++ (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**320.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,510 global accepts · Rating: 1000 · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: greedy, sortings

[Sidiq\\_HA's solution](#)

**321.**

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2015-05-21 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**322.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,299 global accepts · Rating: 1000 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: brute force, math

[Sidiq\\_HA's solution](#)

**323.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,410 global accepts · Rating: 1000 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**324.**

500A

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

Quality: 62,710 global accepts · Rating: 1000 · first AC: 2015-05-18 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[Sidiq\\_HA's solution](#)

**325.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**326.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,820 global accepts · Rating: 1000 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: brute force, number theory

[Sidiq\\_HA's solution](#)

**327.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,017 global accepts · Rating: 1000 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: greedy, strings

[Sidiq\\_HA's solution](#)

**328.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,992 global accepts · Rating: 1000 · first AC: 2015-05-13 · GNU C++ (first AC) · Tags: implementation, strings

[Sidiq\\_HA's solution](#)

**329.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,476 global accepts · Rating: 1000 · first AC: 2015-05-13 · GNU C++ (first AC) · Tags: implementation, strings

[Sidiq\\_HA's solution](#)

**330.**

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2015-05-11 · GNU C++ (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**331.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,303 global accepts · Rating: 1000 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**332.**

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Sidiq\\_HA's solution](#)

**333.**

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Sidiq\\_HA's solution](#)

**334.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Sidiq\\_HA's solution](#)

**335.**

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Sidiq\\_HA's solution](#)

**336.**

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Sidiq\\_HA's solution](#)

**337.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Sidiq\\_HA's solution](#)

**338.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sidiq\\_HA's solution](#)

**339.**

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Sidiq\\_HA's solution](#)

**340.**

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**341.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Sidiq\\_HA's solution](#)

**342.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Sidiq\\_HA's solution](#)

**343.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,558 global accepts · Rating: 1100 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sidiq\\_HA's solution](#)

**344.**

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Sidiq\\_HA's solution](#)

**345.**

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**346.**

1108B

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

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Sidiq\\_HA's solution](#)

**347.**

1166B

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

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

[Sidiq\\_HA's solution](#)

**348.**

331C1

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

Quality: 7,086 global accepts · Rating: 1100 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sidiq\\_HA's solution](#)

**349.**

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[Sidiq\\_HA's solution](#)

**350.**

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[Sidiq\\_HA's solution](#)

**351.**

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,321 global accepts · Rating: 1100 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[Sidiq\\_HA's solution](#)

**352.**

1157A

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

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

**353.**

1132A

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

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[Sidiq\\_HA's solution](#)

**354.**

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[Sidiq\\_HA's solution](#)

**355.**

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[Sidiq\\_HA's solution](#)

**356.**

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[Sidiq\\_HA's solution](#)

**357.**

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[Sidiq\\_HA's solution](#)

**358.**

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[Sidiq\\_HA's solution](#)

**359.**

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[Sidiq\\_HA's solution](#)

**360.**

938B

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

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Sidiq\\_HA's solution](#)

**361.**

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,289 global accepts · Rating: 1100 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[Sidiq\\_HA's solution](#)

**362.**

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**363.**

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**364.**

946B

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

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-05-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sidiq\\_HA's solution](#)

**365.**

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sidiq\\_HA's solution](#)

**366.**

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sidiq\\_HA's solution](#)

**367.**

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**368.**

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sidiq\\_HA's solution](#)

**369.**

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[Sidiq\\_HA's solution](#)

**370.**

861A

[k-rounding](#) · [Tutorial](#)

Rating: 1100 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sidiq\\_HA's solution](#)

**371.**

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,892 global accepts · Rating: 1100 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

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**372.**

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**373.**

731B

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

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Sidiq\\_HA's solution](#)

**374.**

714A

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

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**375.**

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings, strings

[Sidiq\\_HA's solution](#)

**376.**

723B

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

Quality: 10,857 global accepts · Rating: 1100 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, strings

[Sidiq\\_HA's solution](#)

**377.**

719A

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

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**378.**

706B

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

Quality: 84,482 global accepts · Rating: 1100 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[Sidiq\\_HA's solution](#)

**379.**

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,007 global accepts · Rating: 1100 · first AC: 2016-05-27 · GNU C++11 (first AC) · Tags: binary search, implementation, sortings

[Sidiq\\_HA's solution](#)

**380.**

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-17 · GNU C++11 (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**381.**

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,694 global accepts · Rating: 1100 · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Sidiq\\_HA's solution](#)

**382.**

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-04-05 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[Sidiq\\_HA's solution](#)

**383.**

629B

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

Quality: 8,339 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++ (first AC) · Tags: brute force

[Sidiq\\_HA's solution](#)

**384.**

363B

[Fence](#) · [Tutorial](#)

Quality: 67,096 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++ (first AC) · Tags: brute force, dp

[Sidiq\\_HA's solution](#)

**385.**

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,921 global accepts · Rating: 1100 · first AC: 2016-02-19 · GNU C++ (first AC) · Tags: combinatorics, math

[Sidiq\\_HA's solution](#)

**386.**

368B

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

Quality: 49,907 global accepts · Rating: 1100 · first AC: 2016-02-19 · GNU C++ (first AC) · Tags: data structures, dp

[Sidiq\\_HA's solution](#)

**387.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2016-02-19 · GNU C++ (first AC) · Tags: dp, implementation

[Sidiq\\_HA's solution](#)

**388.**

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-12-14 · GNU C++ (first AC) · Tags: brute force, implementation

[Sidiq\\_HA's solution](#)

**389.**

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,799 global accepts · Rating: 1100 · first AC: 2015-12-14 · GNU C++ (first AC) · Tags: sortings

[Sidiq\\_HA's solution](#)

**390.**

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2015-10-31 · GNU C++ (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**391.**

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2015-09-29 · GNU C++ (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**392.**

467B

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

Quality: 42,861 global accepts · Rating: 1100 · first AC: 2015-09-15 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Sidiq\\_HA's solution](#)

**393.**

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,731 global accepts · Rating: 1100 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: greedy, implementation

[Sidiq\\_HA's solution](#)

**394.**

570A

[Elections](#) · [Tutorial](#)

Quality: 14,332 global accepts · Rating: 1100 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**395.**

519B

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

Quality: 43,713 global accepts · Rating: 1100 · first AC: 2015-09-08 · GNU C++ (first AC) · Tags: data structures, implementation, sortings

[Sidiq\\_HA's solution](#)

**396.**

527A

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

Quality: 15,554 global accepts · Rating: 1100 · first AC: 2015-09-08 · GNU C++ (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**397.**

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,830 global accepts · Rating: 1100 · first AC: 2015-07-15 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[Sidiq\\_HA's solution](#)

**398.**

558A

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

Quality: 10,996 global accepts · Rating: 1100 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[Sidiq\\_HA's solution](#)

**399.**

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,331 global accepts · Rating: 1100 · first AC: 2015-05-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Sidiq\\_HA's solution](#)

**400.**

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**401.**

545B

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

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

[Sidiq\\_HA's solution](#)

**402.**

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**403.**

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,237 global accepts · Rating: 1100 · first AC: 2015-05-15 · GNU C++ (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**404.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,847 global accepts · Rating: 1100 · first AC: 2015-05-13 · last AC: 2015-05-13 · GNU C++ (first AC) · Tags: \*special, greedy,

implementation

[Sidiq\\_HA's solution](#)

**405.**

714B

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

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2025-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Sidiq\\_HA's solution](#)

**406.**

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Sidiq\\_HA's solution](#)

**407.**

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Sidiq\\_HA's solution](#)

**408.**

1399C

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

Quality: 32,656 global accepts · Rating: 1200 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

[Sidiq\\_HA's solution](#)

**409.**

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Sidiq\\_HA's solution](#)

**410.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Sidiq\\_HA's solution](#)

**411.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**412.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Sidiq\\_HA's solution](#)

**413.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2020-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[Sidiq\\_HA's solution](#)

**414.**

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,045 global accepts · Rating: 1200 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[Sidiq\\_HA's solution](#)

**415.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[Sidiq\\_HA's solution](#)

**416.**

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, sortings  
[Sidiq\\_HA's solution](#)

**417.**

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
[Sidiq\\_HA's solution](#)

**418.**

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2020-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Sidiq\\_HA's solution](#)

**419.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,676 global accepts · Rating: 1200 · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[Sidiq\\_HA's solution](#)

**420.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[Sidiq\\_HA's solution](#)

**421.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: math  
[Sidiq\\_HA's solution](#)

**422.**

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[Sidiq\\_HA's solution](#)

**423.**

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[Sidiq\\_HA's solution](#)

**424.**

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[Sidiq\\_HA's solution](#)

**425.**

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[Sidiq\\_HA's solution](#)

**426.**

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,945 global accepts · Rating: 1200 · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sidiq\\_HA's solution](#)

**427.**

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sidiq\\_HA's solution](#)

**428.**

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sidiq\\_HA's solution](#)

**429.**

1174B

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

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Sidiq\\_HA's solution](#)

**430.**

1097B

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

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Sidiq\\_HA's solution](#)

**431.**

1150C

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

Rating: 1200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sidiq\\_HA's solution](#)

**432.**

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Sidiq\\_HA's solution](#)

**433.**

1153B

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

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Sidiq\\_HA's solution](#)

**434.**

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**435.**

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Sidiq\\_HA's solution](#)

**436.**

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Sidiq\\_HA's solution](#)

**437.**

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sidiq\\_HA's solution](#)

**438.**

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**439.**

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1200 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[Sidiq\\_HA's solution](#)

**440.**

1133B

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

Quality: 14,377 global accepts · Rating: 1200 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sidiq\\_HA's solution](#)

**441.**

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sidiq\\_HA's solution](#)

**442.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Sidiq\\_HA's solution](#)

**443.**

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,850 global accepts · Rating: 1200 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[Sidiq\\_HA's solution](#)

**444.**

1100C

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

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · last AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[Sidiq\\_HA's solution](#)

**445.**

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**446.**

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**447.**

1076B

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

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Sidiq\\_HA's solution](#)

**448.**

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Sidiq\\_HA's solution](#)

**449.**

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Sidiq\\_HA's solution](#)

**450.**

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Sidiq\\_HA's solution](#)

**451.**

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**452.**

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**453.**

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Sidiq\\_HA's solution](#)

**454.**

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sidiq\\_HA's solution](#)

**455.**

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**456.**

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sidiq\\_HA's solution](#)

**457.**

940A

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

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Sidiq\\_HA's solution](#)

**458.**

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Sidiq\\_HA's solution](#)

**459.**

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**460.**

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation

[Sidiq\\_HA's solution](#)

**461.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Sidiq\\_HA's solution](#)

**462.**

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,349 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Sidiq\\_HA's solution](#)

**463.**

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**464.**

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**465.**

854B

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

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Sidiq\\_HA's solution](#)

**466.**

776B

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

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Sidiq\\_HA's solution](#)

**467.**

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Sidiq\\_HA's solution](#)

**468.**

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sidiq\\_HA's solution](#)

**469.**

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2016-05-27 · GNU C++11 (first AC) · Tags: math, number theory

[Sidiq\\_HA's solution](#)

**470.**

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees

[Sidiq\\_HA's solution](#)

**471.**

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: greedy, sortings

[Sidiq\\_HA's solution](#)

**472.**

433B

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

Quality: 53,885 global accepts · Rating: 1200 · first AC: 2016-04-05 · GNU C++11 (first AC) · Tags: dp, implementation, sortings

[Sidiq\\_HA's solution](#)

**473.**

631B

[Print Check](#) · [Tutorial](#)

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

[Sidiq\\_HA's solution](#)

**474.**

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2015-12-14 · GNU C++ (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**475.**

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2015-12-12 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**476.**

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-05 · GNU C++ (first AC) · Tags: brute force, implementation

[Sidiq\\_HA's solution](#)

**477.**

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2015-10-31 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**478.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[Sidiq\\_HA's solution](#)

**479.**

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: greedy, implementation

[Sidiq\\_HA's solution](#)

**480.**

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2015-10-01 · GNU C++ (first AC) · Tags: graphs, implementation

[Sidiq\\_HA's solution](#)

**481.**

474B

[Worms](#) · [Tutorial](#)

Quality: 62,566 global accepts · Rating: 1200 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: binary search, implementation

[Sidiq\\_HA's solution](#)

**482.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,346 global accepts · Rating: 1200 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Sidiq\\_HA's solution](#)

**483.**

492B

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

Quality: 90,207 global accepts · Rating: 1200 · first AC: 2015-09-15 · GNU C++ (first AC) · Tags: binary search, implementation, math, sortings

[Sidiq\\_HA's solution](#)

**484.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[Sidiq\\_HA's solution](#)

**485.**

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2015-09-08 · GNU C++ (first AC) · Tags: greedy, implementation

[Sidiq\\_HA's solution](#)

**486.**

574A

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

Quality: 9,524 global accepts · Rating: 1200 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: greedy, implementation

[Sidiq\\_HA's solution](#)

**487.**

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,409 global accepts · Rating: 1200 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**488.**

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: greedy, sortings

[Sidiq\\_HA's solution](#)

**489.**

546B

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

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

[Sidiq\\_HA's solution](#)

**490.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2015-05-21 · GNU C++ (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**491.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, dp, graphs, shortest paths

[Sidiq\\_HA's solution](#)

**492.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Sidiq\\_HA's solution](#)

**493.**

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,400 global accepts · Rating: 1300 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Sidiq\\_HA's solution](#)

**494.**

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Sidiq\\_HA's solution](#)

**495.**

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**496.**

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,189 global accepts · Rating: 1300 · first AC: 2020-06-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Sidiq\\_HA's solution](#)

**497.**

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sidiq\\_HA's solution](#)

**498.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,964 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[Sidiq\\_HA's solution](#)

**499.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Sidiq\\_HA's solution](#)

**500.**

1311C

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

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Sidiq\\_HA's solution](#)

**501.**

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,286 global accepts · Rating: 1300 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Sidiq\\_HA's solution](#)

**502.**

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[Sidiq\\_HA's solution](#)

**503.**

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sidiq\\_HA's solution](#)

**504.**

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Sidiq\\_HA's solution](#)

**505.**

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sidiq\\_HA's solution](#)

**506.**

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1300 · first AC: 2019-09-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**507.**

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Sidiq\\_HA's solution](#)

**508.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Sidiq\\_HA's solution](#)

**509.**

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,261 global accepts · Rating: 1300 · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**510.**

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, strings

[Sidiq\\_HA's solution](#)

**511.**

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Sidiq\\_HA's solution](#)

**512.**

1174C

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

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number

theory

[Sidiq\\_HA's solution](#)

**513.**

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Sidiq\\_HA's solution](#)

**514.**

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,402 global accepts · Rating: 1300 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sidiq\\_HA's solution](#)

**515.**

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**516.**

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[Sidiq\\_HA's solution](#)

**517.**

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,457 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sidiq\\_HA's solution](#)

**518.**

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sidiq\\_HA's solution](#)

**519.**

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[Sidiq\\_HA's solution](#)

**520.**

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1300 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sidiq\\_HA's solution](#)

**521.**

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[Sidiq\\_HA's solution](#)

**522.**

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sidiq\\_HA's solution](#)

**523.**

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1300 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**524.**

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sidiq\\_HA's solution](#)

**525.**

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Sidiq\\_HA's solution](#)

**526.**

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,814 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sidiq\\_HA's solution](#)

**527.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Sidiq\\_HA's solution](#)

**528.**

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sidiq\\_HA's solution](#)

**529.**

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sidiq\\_HA's solution](#)

**530.**

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2018-08-30 · last AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sidiq\\_HA's solution](#)

**531.**

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sidiq\\_HA's solution](#)

**532.**

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sidiq\\_HA's solution](#)

**533.**

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Sidiq\\_HA's solution](#)

**534.**

932B

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

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[Sidiq\\_HA's solution](#)

**535.**

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Sidiq\\_HA's solution](#)

**536.**

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Sidiq\\_HA's solution](#)

**537.**

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,998 global accepts · Rating: 1300 · first AC: 2018-05-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**538.**

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,035 global accepts · Rating: 1300 · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sidiq\\_HA's solution](#)

**539.**

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**540.**

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**541.**

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**542.**

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**543.**

872C

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

Rating: 1300 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Sidiq\\_HA's solution](#)

**544.**

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[Sidiq\\_HA's solution](#)

**545.**

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,060 global accepts · Rating: 1300 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sidiq\\_HA's solution](#)

**546.**

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Sidiq\\_HA's solution](#)

**547.**

862B

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

Quality: 25,657 global accepts · Rating: 1300 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Sidiq\\_HA's solution](#)

**548.**

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1300 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[Sidiq\\_HA's solution](#)

**549.**

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sidiq\\_HA's solution](#)

**550.**

716B

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

Quality: 13,005 global accepts · Rating: 1300 · first AC: 2016-09-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Sidiq\\_HA's solution](#)

**551.**

673B

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

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: greedy, implementation

[Sidiq\\_HA's solution](#)

**552.**

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: implementation, sortings

[Sidiq\\_HA's solution](#)

**553.**

633B

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

Quality: 7,239 global accepts · Rating: 1300 · first AC: 2016-03-02 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Sidiq\\_HA's solution](#)

**554.**

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1300 · first AC: 2016-02-29 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Sidiq\\_HA's solution](#)

**555.**

476B

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

Quality: 37,037 global accepts · Rating: 1300 · first AC: 2016-02-20 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math,

probabilities

[Sidiq\\_HA's solution](#)

**556.**

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,994 global accepts · Rating: 1300 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**557.**

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Sidiq\\_HA's solution](#)

**558.**

519C

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

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: greedy, implementation, math, number theory

[Sidiq\\_HA's solution](#)

**559.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,891 global accepts · Rating: 1300 · first AC: 2015-10-08 · GNU C++ (first AC) · Tags: brute force, dp

[Sidiq\\_HA's solution](#)

**560.**

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-10-02 · GNU C++ (first AC) · Tags: implementation, math, number theory

[Sidiq\\_HA's solution](#)

**561.**

579B

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

Quality: 5,452 global accepts · Rating: 1300 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[Sidiq\\_HA's solution](#)

**562.**

330B

[Road Construction](#) · [Tutorial](#)

Quality: 19,388 global accepts · Rating: 1300 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[Sidiq\\_HA's solution](#)

**563.**

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,502 global accepts · Rating: 1300 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: combinatorics, implementation, sortings

[Sidiq\\_HA's solution](#)

**564.**

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,361 global accepts · Rating: 1300 · first AC: 2015-07-15 · GNU C++11 (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**565.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,896 global accepts · Rating: 1300 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: brute force

[Sidiq\\_HA's solution](#)

**566.**

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Sidiq\\_HA's solution](#)

**567.**

545D

[Queue](#) · [Tutorial](#)

Quality: 29,536 global accepts · Rating: 1300 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Sidiq\\_HA's solution](#)

**568.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2015-05-12 · GNU C++ (first AC) · Tags: binary search, implementation, math, number theory

[Sidiq\\_HA's solution](#)

**569.**

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Sidiq\\_HA's solution](#)

**570.**

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,097 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, two pointers

[Sidiq\\_HA's solution](#)

**571.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers

[Sidiq\\_HA's solution](#)

**572.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[Sidiq\\_HA's solution](#)

**573.**

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Sidiq\\_HA's solution](#)

**574.**

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,713 global accepts · Rating: 1400 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Sidiq\\_HA's solution](#)

**575.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sidiq\\_HA's solution](#)

**576.**

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Sidiq\\_HA's solution](#)

**577.**

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sidiq\\_HA's solution](#)

**578.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**579.**

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Sidiq\\_HA's solution](#)

**580.**

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2019-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sidiq\\_HA's solution](#)

**581.**

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sidiq\\_HA's solution](#)

**582.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,253 global accepts · Rating: 1400 · first AC: 2019-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[Sidiq\\_HA's solution](#)

**583.**

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Sidiq\\_HA's solution](#)

**584.**

44E

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

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sidiq\\_HA's solution](#)

**585.**

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sidiq\\_HA's solution](#)

**586.**

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: \*special, greedy

[Sidiq\\_HA's solution](#)

**587.**

1167C

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

Quality: 26,010 global accepts · Rating: 1400 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Sidiq\\_HA's solution](#)

**588.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[Sidiq\\_HA's solution](#)

**589.**

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1400 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[Sidiq\\_HA's solution](#)

**590.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,600 global accepts · Rating: 1400 · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sidiq\\_HA's solution](#)

**591.**

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Sidiq\\_HA's solution](#)

**592.**

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Sidiq\\_HA's solution](#)

**593.**

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sidiq\\_HA's solution](#)

**594.**

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**595.**

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[Sidiq\\_HA's solution](#)

**596.**

1144D

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

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2019-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Sidiq\\_HA's solution](#)

**597.**

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu

[Sidiq\\_HA's solution](#)

**598.**

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[Sidiq\\_HA's solution](#)

**599.**

26B

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

Quality: 25,868 global accepts · Rating: 1400 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[Sidiq\\_HA's solution](#)

**600.**

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[Sidiq\\_HA's solution](#)

**601.**

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Sidiq\\_HA's solution](#)

**602.**

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[Sidiq\\_HA's solution](#)

**603.**

1046F

[Splitting money](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 1400 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sidiq\\_HA's solution](#)

**604.**

1046C

[Space Formula](#) · [Tutorial](#)

Quality: 3,356 global accepts · Rating: 1400 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[Sidiq\\_HA's solution](#)

**605.**

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[Sidiq\\_HA's solution](#)

**606.**

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[Sidiq\\_HA's solution](#)

**607.**

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
[Sidiq\\_HA's solution](#)

**608.**

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[Sidiq\\_HA's solution](#)

**609.**

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[Sidiq\\_HA's solution](#)

**610.**

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,062 global accepts · Rating: 1400 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation  
[Sidiq\\_HA's solution](#)

**611.**

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees  
[Sidiq\\_HA's solution](#)

**612.**

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[Sidiq\\_HA's solution](#)

**613.**

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings  
[Sidiq\\_HA's solution](#)

**614.**

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1400 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation  
[Sidiq\\_HA's solution](#)

**615.**

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[Sidiq\\_HA's solution](#)

**616.**

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search  
[Sidiq\\_HA's solution](#)

**617.**

867B

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

Rating: 1400 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math  
[Sidiq\\_HA's solution](#)

**618.**

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[Sidiq\\_HA's solution](#)

**619.**

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation  
[Sidiq\\_HA's solution](#)

**620.**

289B

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

Quality: 18,964 global accepts · Rating: 1400 · first AC: 2016-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[Sidiq\\_HA's solution](#)

**621.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,955 global accepts · Rating: 1400 · first AC: 2016-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sidiq\\_HA's solution](#)

**622.**

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,819 global accepts · Rating: 1400 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: greedy

[Sidiq\\_HA's solution](#)

**623.**

679A

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

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

[Sidiq\\_HA's solution](#)

**624.**

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

[Sidiq\\_HA's solution](#)

**625.**

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1400 · first AC: 2016-05-27 · GNU C++11 (first AC) · Tags: binary search, greedy

[Sidiq\\_HA's solution](#)

**626.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,460 global accepts · Rating: 1400 · first AC: 2016-05-27 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[Sidiq\\_HA's solution](#)

**627.**

475B

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

Quality: 9,249 global accepts · Rating: 1400 · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Sidiq\\_HA's solution](#)

**628.**

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2016-05-09 · last AC: 2016-05-10 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[Sidiq\\_HA's solution](#)

**629.**

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2016-04-05 · GNU C++11 (first AC) · Tags: dp, greedy, math

[Sidiq\\_HA's solution](#)

**630.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,192 global accepts · Rating: 1400 · first AC: 2016-04-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[Sidiq\\_HA's solution](#)

**631.**

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,868 global accepts · Rating: 1400 · first AC: 2016-03-03 · GNU C++ (first AC) · Tags: graphs

[Sidiq\\_HA's solution](#)

**632.**

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2016-02-25 · GNU C++ (first AC) · Tags: greedy, sortings

[Sidiq\\_HA's solution](#)

**633.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2016-02-20 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Sidiq\\_HA's solution](#)

**634.**

489C

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

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[Sidiq\\_HA's solution](#)

**635.**

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,079 global accepts · Rating: 1400 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[Sidiq\\_HA's solution](#)

**636.**

581C

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

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-09-29 · GNU C++ (first AC) · Tags: implementation, math, sortings

[Sidiq\\_HA's solution](#)

**637.**

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2015-09-20 · GNU C++ (first AC) · Tags: graphs, greedy, sortings

[Sidiq\\_HA's solution](#)

**638.**

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: greedy, math, sortings

[Sidiq\\_HA's solution](#)

**639.**

550B

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

Quality: 27,461 global accepts · Rating: 1400 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: bitmasks, brute force

[Sidiq\\_HA's solution](#)

**640.**

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,991 global accepts · Rating: 1400 · first AC: 2015-05-27 · GNU C++ (first AC) · Tags: brute force, dp, greedy, implementation

[Sidiq\\_HA's solution](#)

**641.**

546C

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

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

[Sidiq\\_HA's solution](#)

**642.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,201 global accepts · Rating: 1400 · first AC: 2015-05-13 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[Sidiq\\_HA's solution](#)

**643.**

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2026-05-01 · last AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Sidiq\\_HA's solution](#)

**644.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2025-08-14 · last AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Sidiq\\_HA's solution](#)

**645.**

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Sidiq\\_HA's solution](#)

**646.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Sidiq\\_HA's solution](#)

**647.**

1405C

[Balanced Bitstring](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Sidiq\\_HA's solution](#)

**648.**

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sidiq\\_HA's solution](#)

**649.**

1400C

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Sidiq\\_HA's solution](#)

**650.**

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Sidiq\\_HA's solution](#)

**651.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[Sidiq\\_HA's solution](#)

**652.**

1372C

[Omkar and Baseball](#) · [Tutorial](#)

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Sidiq\\_HA's solution](#)

**653.**

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sidiq\\_HA's solution](#)

**654.**

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sidiq\\_HA's solution](#)

**655.**

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sidiq\\_HA's solution](#)

**656.**

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Sidiq\\_HA's solution](#)

**657.**

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Sidiq\\_HA's solution](#)

**658.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sidiq\\_HA's solution](#)

**659.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Sidiq\\_HA's solution](#)

**660.**

1213D1

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

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sidiq\\_HA's solution](#)

**661.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Sidiq\\_HA's solution](#)

**662.**

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**663.**

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**664.**

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sidiq\\_HA's solution](#)

**665.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2019-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sidiq\\_HA's solution](#)

**666.**

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,613 global accepts · Rating: 1500 · first AC: 2019-07-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Sidiq\\_HA's solution](#)

**667.**

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2019-05-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Sidiq\\_HA's solution](#)

**668.**

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,662 global accepts · Rating: 1500 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Sidiq\\_HA's solution](#)

**669.**

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sidiq\\_HA's solution](#)

**670.**

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,036 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[Sidiq\\_HA's solution](#)

**671.**

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Sidiq\\_HA's solution](#)

**672.**

1159C

[The Party and Sweets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Sidiq\\_HA's solution](#)

**673.**

1110C

[Meaningless Operations](#) · [Tutorial](#)

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math,

number theory

[Sidiq\\_HA's solution](#)

**674.**

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-09 · last AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sidiq\\_HA's solution](#)

**675.**

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Sidiq\\_HA's solution](#)

**676.**

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sidiq\\_HA's solution](#)

**677.**

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Sidiq\\_HA's solution](#)

**678.**

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,798 global accepts · Rating: 1500 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, strings, two pointers

[Sidiq\\_HA's solution](#)

**679.**

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sidiq\\_HA's solution](#)

**680.**

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,662 global accepts · Rating: 1500 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[Sidiq\\_HA's solution](#)

**681.**

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sidiq\\_HA's solution](#)

**682.**

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**683.**

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,459 global accepts · Rating: 1500 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[Sidiq\\_HA's solution](#)

**684.**

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,029 global accepts · Rating: 1500 · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Sidiq\\_HA's solution](#)

**685.**

1105C

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

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Sidiq\\_HA's solution](#)

**686.**

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**687.**

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sidiq\\_HA's solution](#)

**688.**

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Sidiq\\_HA's solution](#)

**689.**

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Sidiq\\_HA's solution](#)

**690.**

991C

[Candies](#) · [Tutorial](#)

Quality: 11,514 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Sidiq\\_HA's solution](#)

**691.**

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Sidiq\\_HA's solution](#)

**692.**

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**693.**

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Sidiq\\_HA's solution](#)

**694.**

931D

[Peculiar apple-tree](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Sidiq\\_HA's solution](#)

**695.**

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sidiq\\_HA's solution](#)

**696.**

959C

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

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[Sidiq\\_HA's solution](#)

**697.**

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Sidiq\\_HA's solution](#)

**698.**

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Sidiq\\_HA's solution](#)

**699.**

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1500 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Sidiq\\_HA's solution](#)

**700.**

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

[Sidiq\\_HA's solution](#)

**701.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[Sidiq\\_HA's solution](#)

**702.**

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Sidiq\\_HA's solution](#)

**703.**

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

[Sidiq\\_HA's solution](#)

**704.**

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Sidiq\\_HA's solution](#)

**705.**

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs,

probabilities, trees

[Sidiq\\_HA's solution](#)

**706.**

861C

[Did you mean... · Tutorial](#)

Rating: 1500 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Sidiq\\_HA's solution](#)

**707.**

861B

[Which floor? · Tutorial](#)

Rating: 1500 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sidiq\\_HA's solution](#)

**708.**

837C

[Two Seals · Tutorial](#)

Quality: 4,563 global accepts · Rating: 1500 · first AC: 2017-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sidiq\\_HA's solution](#)

**709.**

791C

[Bear and Different Names · Tutorial](#)

Rating: 1500 · first AC: 2017-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Sidiq\\_HA's solution](#)

**710.**

791B

[Bear and Friendship Condition · Tutorial](#)

Rating: 1500 · first AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Sidiq\\_HA's solution](#)

**711.**

166E

[Tetrahedron · Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2016-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[Sidiq\\_HA's solution](#)

**712.**

677C

[Vanya and Label · Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-02 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[Sidiq\\_HA's solution](#)

**713.**

676B

[Pyramid of Glasses · Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-26 · last AC: 2016-05-27 · GNU C++11 (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**714.**

676C

[Vasya and String · Tutorial](#)

Quality: 22,442 global accepts · Rating: 1500 · first AC: 2016-05-26 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers

[Sidiq\\_HA's solution](#)

**715.**

670D2

[Magic Powder - 2 · Tutorial](#)

Quality: 19,396 global accepts · Rating: 1500 · first AC: 2016-05-10 · GNU C++11 (first AC) · Tags: binary search, implementation

[Sidiq\\_HA's solution](#)

**716.**

588C

[Duff and Weight Lifting · Tutorial](#)

Rating: 1500 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**717.**

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2015-10-07 · GNU C++ (first AC) · Tags: combinatorics

[Sidiq\\_HA's solution](#)

**718.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2015-10-02 · GNU C++ (first AC) · Tags: hashing, implementation

[Sidiq\\_HA's solution](#)

**719.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,932 global accepts · Rating: 1500 · first AC: 2015-09-30 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

[Sidiq\\_HA's solution](#)

**720.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,487 global accepts · Rating: 1500 · first AC: 2015-09-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[Sidiq\\_HA's solution](#)

**721.**

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2015-09-15 · GNU C++ (first AC) · Tags: brute force, dp, math

[Sidiq\\_HA's solution](#)

**722.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2015-09-15 · GNU C++ (first AC) · Tags: brute force, dp, greedy, implementation, strings

[Sidiq\\_HA's solution](#)

**723.**

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,209 global accepts · Rating: 1500 · first AC: 2015-09-08 · GNU C++ (first AC) · Tags: dfs and similar

[Sidiq\\_HA's solution](#)

**724.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,997 global accepts · Rating: 1500 · first AC: 2015-09-04 · GNU C++ (first AC) · Tags: dp

[Sidiq\\_HA's solution](#)

**725.**

574B

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

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2015-09-02 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Sidiq\\_HA's solution](#)

**726.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 1500 · first AC: 2015-05-20 · GNU C++ (first AC) · Tags: dp, greedy

[Sidiq\\_HA's solution](#)

**727.**

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Sidiq\\_HA's solution](#)

**728.**

1397C

[Multiples of Length](#) · [Tutorial](#)

Quality: 1600 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sidiq\\_HA's solution](#)

**729.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Sidiq\\_HA's solution](#)

**730.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Sidiq\\_HA's solution](#)

**731.**

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,353 global accepts · Rating: 1600 · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[Sidiq\\_HA's solution](#)

**732.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sidiq\\_HA's solution](#)

**733.**

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Sidiq\\_HA's solution](#)

**734.**

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Sidiq\\_HA's solution](#)

**735.**

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Sidiq\\_HA's solution](#)

**736.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[Sidiq\\_HA's solution](#)

**737.**

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sidiq\\_HA's solution](#)

**738.**

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Sidiq\\_HA's solution](#)

**739.**

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[Sidiq\\_HA's solution](#)

**740.**

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[Sidiq\\_HA's solution](#)

**741.**

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1600 · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sidiq\\_HA's solution](#)

**742.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sidiq\\_HA's solution](#)

**743.**

1213D2

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

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[Sidiq\\_HA's solution](#)

**744.**

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Sidiq\\_HA's solution](#)

**745.**

1203D1

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

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sidiq\\_HA's solution](#)

**746.**

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sidiq\\_HA's solution](#)

**747.**

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[Sidiq\\_HA's solution](#)

**748.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[Sidiq\\_HA's solution](#)

**749.**

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[Sidiq\\_HA's solution](#)

**750.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation

[Sidiq\\_HA's solution](#)

**751.**

209A

[Multicolored Marbles](#) · [Tutorial](#)

Quality: 2,849 global accepts · Rating: 1600 · first AC: 2019-05-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Sidiq\\_HA's solution](#)

**752.**

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-09-22 · last AC: 2019-05-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[Sidiq\\_HA's solution](#)

**753.**

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2019-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Sidiq\\_HA's solution](#)

**754.**

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Sidiq\\_HA's solution](#)

**755.**

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Sidiq\\_HA's solution](#)

**756.**

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,725 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sidiq\\_HA's solution](#)

**757.**

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2019-05-09 · last AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sidiq\\_HA's solution](#)

**758.**

1151D

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

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Sidiq\\_HA's solution](#)

**759.**

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[Sidiq\\_HA's solution](#)

**760.**

1113C

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

Rating: 1600 · first AC: 2019-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**761.**

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,401 global accepts · Rating: 1600 · first AC: 2019-03-24 · last AC: 2019-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[Sidiq\\_HA's solution](#)

**762.**

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: 1600 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Sidiq\\_HA's solution](#)

**763.**

1138D

[Camp Schedule](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[Sidiq\\_HA's solution](#)

**764.**

1138C

[Skyscrapers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Sidiq\\_HA's solution](#)

**765.**

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sidiq\\_HA's solution](#)

**766.**

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sidiq\\_HA's solution](#)

**767.**

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Sidiq\\_HA's solution](#)

**768.**

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Sidiq\\_HA's solution](#)

**769.**

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Sidiq\\_HA's solution](#)

**770.**

1046H

[Palindrome Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, hashing

[Sidiq\\_HA's solution](#)

**771.**

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Sidiq\\_HA's solution](#)

**772.**

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**773.**

1029C

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

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Sidiq\\_HA's solution](#)

**774.**

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Sidiq\\_HA's solution](#)

**775.**

1027C

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

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sidiq\\_HA's solution](#)

**776.**

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Sidiq\\_HA's solution](#)

**777.**

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[Sidiq\\_HA's solution](#)

**778.**

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,926 global accepts · Rating: 1600 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[Sidiq\\_HA's solution](#)

**779.**

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,758 global accepts · Rating: 1600 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Sidiq\\_HA's solution](#)

**780.**

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Sidiq\\_HA's solution](#)

**781.**

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Sidiq\\_HA's solution](#)

**782.**

948C

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Sidiq\\_HA's solution](#)

**783.**

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Sidiq\\_HA's solution](#)

**784.**

957C

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

Rating: 1600 · first AC: 2018-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Sidiq\\_HA's solution](#)

**785.**

967C

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

Rating: 1600 · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Sidiq\\_HA's solution](#)

**786.**

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Sidiq\\_HA's solution](#)

**787.**

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sidiq\\_HA's solution](#)

**788.**

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,568 global accepts · Rating: 1600 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[Sidiq\\_HA's solution](#)

**789.**

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

[Sidiq\\_HA's solution](#)

**790.**

858D

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

Quality: 4,183 global accepts · Rating: 1600 · first AC: 2017-09-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Sidiq\\_HA's solution](#)

**791.**

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1600 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[Sidiq\\_HA's solution](#)

**792.**

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sidiq\\_HA's solution](#)

**793.**

734C

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

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[Sidiq\\_HA's solution](#)

**794.**

733D

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

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[Sidiq\\_HA's solution](#)

**795.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,061 global accepts · Rating: 1600 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[Sidiq\\_HA's solution](#)

**796.**

716C

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

Rating: 1600 · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Sidiq\\_HA's solution](#)

**797.**

731C

[Socks](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1600 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Sidiq\\_HA's solution](#)

**798.**

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, strings

[Sidiq\\_HA's solution](#)

**799.**

723C

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

Quality: 5,217 global accepts · Rating: 1600 · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sidiq\\_HA's solution](#)

**800.**

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Sidiq\\_HA's solution](#)

**801.**

603A

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

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Sidiq\\_HA's solution](#)

**802.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,367 global accepts · Rating: 1600 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: dp, strings

[Sidiq\\_HA's solution](#)

**803.**

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,172 global accepts · Rating: 1600 · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, sortings

[Sidiq\\_HA's solution](#)

**804.**

446A

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

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2016-04-06 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[Sidiq\\_HA's solution](#)

**805.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2016-04-05 · GNU C++11 (first AC) · Tags: dp, implementation, trees

[Sidiq\\_HA's solution](#)

**806.**

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: graphs, shortest paths

[Sidiq\\_HA's solution](#)

**807.**

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**808.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2015-04-18 · GNU C++ (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**809.**

1091D

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

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2026-05-01 · last AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Sidiq\\_HA's solution](#)

**810.**

1111B

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

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2025-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Sidiq\\_HA's solution](#)

**811.**

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1700 · first AC: 2019-05-25 · last AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[Sidiq\\_HA's solution](#)

**812.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Sidiq\\_HA's solution](#)

**813.**

1384C

[String Transformation 1](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Sidiq\\_HA's solution](#)

**814.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Sidiq\\_HA's solution](#)

**815.**

1362D

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

Rating: 1700 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings

[Sidiq\\_HA's solution](#)

**816.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Sidiq\\_HA's solution](#)

**817.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Sidiq\\_HA's solution](#)

**818.**

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Sidiq\\_HA's solution](#)

**819.**

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sidiq\\_HA's solution](#)

**820.**

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-09-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Sidiq\\_HA's solution](#)

**821.**

1217C

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

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[Sidiq\\_HA's solution](#)

**822.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Sidiq\\_HA's solution](#)

**823.**

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Sidiq\\_HA's solution](#)

**824.**

1203D2

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

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Sidiq\\_HA's solution](#)

**825.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Sidiq\\_HA's solution](#)

**826.**

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**827.**

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[Sidiq\\_HA's solution](#)

**828.**

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[Sidiq\\_HA's solution](#)

**829.**

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[Sidiq\\_HA's solution](#)

**830.**

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Sidiq\\_HA's solution](#)

**831.**

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Sidiq\\_HA's solution](#)

**832.**

1102E

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2019-05-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings

[Sidiq\\_HA's solution](#)

**833.**

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[Sidiq\\_HA's solution](#)

**834.**

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive

[Sidiq\\_HA's solution](#)

**835.**

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Sidiq\\_HA's solution](#)

**836.**

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,085 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sidiq\\_HA's solution](#)

**837.**

1153C

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

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Sidiq\\_HA's solution](#)

**838.**

1143D

[The Beatles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Sidiq\\_HA's solution](#)

**839.**

1144F

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

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2019-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Sidiq\\_HA's solution](#)

**840.**

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Sidiq\\_HA's solution](#)

**841.**

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Sidiq\\_HA's solution](#)

**842.**

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Sidiq\\_HA's solution](#)

**843.**

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**844.**

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Sidiq\\_HA's solution](#)

**845.**

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Sidiq\\_HA's solution](#)

**846.**

1130D1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Sidiq\\_HA's solution](#)

**847.**

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu

[Sidiq\\_HA's solution](#)

**848.**

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Sidiq\\_HA's solution](#)

**849.**

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[Sidiq\\_HA's solution](#)

**850.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[Sidiq\\_HA's solution](#)

**851.**

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Sidiq\\_HA's solution](#)

**852.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2018-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Sidiq\\_HA's solution](#)

**853.**

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Sidiq\\_HA's solution](#)

**854.**

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Sidiq\\_HA's solution](#)

**855.**

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sidiq\\_HA's solution](#)

**856.**

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[Sidiq\\_HA's solution](#)

**857.**

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-05-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**858.**

948B

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Sidiq\\_HA's solution](#)

**859.**

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**860.**

957D

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Sidiq\\_HA's solution](#)

**861.**

967D

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

Rating: 1700 · first AC: 2018-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Sidiq\\_HA's solution](#)

**862.**

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Sidiq\\_HA's solution](#)

**863.**

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sidiq\\_HA's solution](#)

**864.**

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Sidiq\\_HA's solution](#)

**865.**

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1700 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[Sidiq\\_HA's solution](#)

**866.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sidiq\\_HA's solution](#)

**867.**

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[Sidiq\\_HA's solution](#)

**868.**

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sidiq\\_HA's solution](#)

**869.**

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Sidiq\\_HA's solution](#)

**870.**

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[Sidiq\\_HA's solution](#)

**871.**

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sidiq\\_HA's solution](#)

**872.**

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Sidiq\\_HA's solution](#)

**873.**

719C

[Efim and Strange Grade](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[Sidiq\\_HA's solution](#)

**874.**

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[Sidiq\\_HA's solution](#)

**875.**

670E

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

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-17 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

[Sidiq\\_HA's solution](#)

**876.**

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: dp, implementation

[Sidiq\\_HA's solution](#)

**877.**

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-15 · GNU C++ (first AC) · Tags: data structures, sortings

[Sidiq\\_HA's solution](#)

**878.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2016-02-25 · GNU C++ (first AC) · Tags: dp

[Sidiq\\_HA's solution](#)

**879.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2016-02-20 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Sidiq\\_HA's solution](#)

**880.**

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings

[Sidiq\\_HA's solution](#)

**881.**

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-04 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, number theory

[Sidiq\\_HA's solution](#)

**882.**

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-17 · GNU C++ (first AC) · Tags: brute force, greedy

[Sidiq\\_HA's solution](#)

**883.**

546D

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

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math, number theory

[Sidiq\\_HA's solution](#)

**884.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Sidiq\\_HA's solution](#)

**885.**

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1800 · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Sidiq\\_HA's solution](#)

**886.**

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, implementation

[Sidiq\\_HA's solution](#)

**887.**

1398D

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

Quality: 12,543 global accepts · Rating: 1800 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Sidiq\\_HA's solution](#)

**888.**

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[Sidiq\\_HA's solution](#)

**889.**

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Sidiq\\_HA's solution](#)

**890.**

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[Sidiq\\_HA's solution](#)

**891.**

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sidiq\\_HA's solution](#)

**892.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,196 global accepts · Rating: 1800 · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sidiq\\_HA's solution](#)

**893.**

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Sidiq\\_HA's solution](#)

**894.**

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Sidiq\\_HA's solution](#)

**895.**

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[Sidiq\\_HA's solution](#)

**896.**

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Sidiq\\_HA's solution](#)

**897.**

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Sidiq\\_HA's solution](#)

**898.**

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2019-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Sidiq\\_HA's solution](#)

**899.**

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sidiq\\_HA's solution](#)

**900.**

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[Sidiq\\_HA's solution](#)

**901.**

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[Sidiq\\_HA's solution](#)

**902.**

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,703 global accepts · Rating: 1800 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[Sidiq\\_HA's solution](#)

**903.**

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sidiq\\_HA's solution](#)

**904.**

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2019-05-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Sidiq\\_HA's solution](#)

**905.**

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2019-05-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sidiq\\_HA's solution](#)

**906.**

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2019-05-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sidiq\\_HA's solution](#)

**907.**

67B

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

Quality: 944 global accepts · Rating: 1800 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sidiq\\_HA's solution](#)

**908.**

174C

[Range Increments](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 1800 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Sidiq\\_HA's solution](#)

**909.**

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2019-05-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**910.**

909C

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

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2019-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sidiq\\_HA's solution](#)

**911.**

300C

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

Quality: 11,761 global accepts · Rating: 1800 · first AC: 2019-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics

[Sidiq\\_HA's solution](#)

**912.**

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-01 · last AC: 2019-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[Sidiq\\_HA's solution](#)

**913.**

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Sidiq\\_HA's solution](#)

**914.**

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sidiq\\_HA's solution](#)

**915.**

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Sidiq\\_HA's solution](#)

**916.**

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Sidiq\\_HA's solution](#)

**917.**

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Sidiq\\_HA's solution](#)

**918.**

1113D

[Sasha and One More Name](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[Sidiq\\_HA's solution](#)

**919.**

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[Sidiq\\_HA's solution](#)

**920.**

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,445 global accepts · Rating: 1800 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, two pointers

[Sidiq\\_HA's solution](#)

**921.**

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sidiq\\_HA's solution](#)

**922.**

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[Sidiq\\_HA's solution](#)

**923.**

1130D2

[Toy Train](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Sidiq\\_HA's solution](#)

**924.**

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,171 global accepts · Rating: 1800 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[Sidiq\\_HA's solution](#)

**925.**

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[Sidiq\\_HA's solution](#)

**926.**

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sidiq\\_HA's solution](#)

**927.**

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Sidiq\\_HA's solution](#)

**928.**

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer,

two pointers

[Sidiq\\_HA's solution](#)

**929.**

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Sidiq\\_HA's solution](#)

**930.**

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Sidiq\\_HA's solution](#)

**931.**

987E

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

Rating: 1800 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**932.**

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sidiq\\_HA's solution](#)

**933.**

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2018-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[Sidiq\\_HA's solution](#)

**934.**

911D

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

Quality: 5,108 global accepts · Rating: 1800 · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Sidiq\\_HA's solution](#)

**935.**

776C

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

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[Sidiq\\_HA's solution](#)

**936.**

733C

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

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Sidiq\\_HA's solution](#)

**937.**

727D

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

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, greedy

[Sidiq\\_HA's solution](#)

**938.**

671A

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

Quality: 4,378 global accepts · Rating: 1800 · first AC: 2016-05-13 · last AC: 2016-05-13 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation

[Sidiq\\_HA's solution](#)

**939.**

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2015-11-01 · GNU C++ (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**940.**

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2015-10-07 · GNU C++ (first AC) · Tags: brute force, math, number theory

[Sidiq\\_HA's solution](#)

**941.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs, shortest paths

[Sidiq\\_HA's solution](#)

**942.**

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees

[Sidiq\\_HA's solution](#)

**943.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Sidiq\\_HA's solution](#)

**944.**

1384D

[GameGame](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, games, math

[Sidiq\\_HA's solution](#)

**945.**

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[Sidiq\\_HA's solution](#)

**946.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Sidiq\\_HA's solution](#)

**947.**

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[Sidiq\\_HA's solution](#)

**948.**

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[Sidiq\\_HA's solution](#)

**949.**

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[Sidiq\\_HA's solution](#)

**950.**

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Sidiq\\_HA's solution](#)

**951.**

1362E

[Johnny and Grandmaster](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math, number theory, sortings, two pointers

[Sidiq\\_HA's solution](#)

**952.**

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1900 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[Sidiq\\_HA's solution](#)

**953.**

1294E

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

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Sidiq\\_HA's solution](#)

**954.**

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[Sidiq\\_HA's solution](#)

**955.**

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[Sidiq\\_HA's solution](#)

**956.**

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[Sidiq\\_HA's solution](#)

**957.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[Sidiq\\_HA's solution](#)

**958.**

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Sidiq\\_HA's solution](#)

**959.**

1213E

[Two Small Strings](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

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**960.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, math

[Sidiq\\_HA's solution](#)

**961.**

1197D

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Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

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**962.**

1206D

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Rating: 1900 · first AC: 2019-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs

[Sidiq\\_HA's solution](#)

**963.**

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

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**964.**

1181C

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Quality: 3,404 global accepts · Rating: 1900 · first AC: 2019-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

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**965.**

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Sidiq\\_HA's solution](#)

**966.**

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sidiq\\_HA's solution](#)

**967.**

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Sidiq\\_HA's solution](#)

**968.**

1169D

[Good Triple](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Sidiq\\_HA's solution](#)

**969.**

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry,

implementation, math

[Sidiq\\_HA's solution](#)

**970.**

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[Sidiq\\_HA's solution](#)

**971.**

1162D

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: number theory, strings

[Sidiq\\_HA's solution](#)

**972.**

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Sidiq\\_HA's solution](#)

**973.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sidiq\\_HA's solution](#)

**974.**

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sidiq\\_HA's solution](#)

**975.**

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sidiq\\_HA's solution](#)

**976.**

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Sidiq\\_HA's solution](#)

**977.**

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Sidiq\\_HA's solution](#)

**978.**

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory, strings

[Sidiq\\_HA's solution](#)

**979.**

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Sidiq\\_HA's solution](#)

**980.**

1141F1

[Same Sum Blocks \(Easy\) · Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sidiq\\_HA's solution](#)

**981.**

1133F2

[Spanning Tree with One Fixed Degree · Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[Sidiq\\_HA's solution](#)

**982.**

1117C

[Magic Ship · Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Sidiq\\_HA's solution](#)

**983.**

226B

[Naughty Stone Piles · Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sidiq\\_HA's solution](#)

**984.**

1089F

[Fractions · Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**985.**

1043E

[Train Hard, Win Easy · Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Sidiq\\_HA's solution](#)

**986.**

1076E

[Vasya and a Tree · Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Sidiq\\_HA's solution](#)

**987.**

1060D

[Social Circles · Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sidiq\\_HA's solution](#)

**988.**

1036C

[Classy Numbers · Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Sidiq\\_HA's solution](#)

**989.**

1029D

[Concatenated Multiples · Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sidiq\\_HA's solution](#)

**990.**

883I

[Photo Processing · Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Sidiq\\_HA's solution](#)

**991.**

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Sidiq\\_HA's solution](#)

**992.**

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Sidiq\\_HA's solution](#)

**993.**

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[Sidiq\\_HA's solution](#)

**994.**

959D

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

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sidiq\\_HA's solution](#)

**995.**

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sidiq\\_HA's solution](#)

**996.**

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Sidiq\\_HA's solution](#)

**997.**

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Sidiq\\_HA's solution](#)

**998.**

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,107 global accepts · Rating: 1900 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Sidiq\\_HA's solution](#)

**999.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,905 global accepts · Rating: 1900 · first AC: 2015-09-30 · GNU C++ (first AC) · Tags: graphs, shortest paths

[Sidiq\\_HA's solution](#)

**1000.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2015-09-13 · GNU C++ (first AC) · Tags: combinatorics, data structures, dp, two pointers

[Sidiq\\_HA's solution](#)

**1001.**

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Sidiq\\_HA's solution](#)

**1002.**

1143E

[Lynryd Skynryd](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Sidiq\\_HA's solution](#)

**1003.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-08-09 · last AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Sidiq\\_HA's solution](#)

**1004.**

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Sidiq\\_HA's solution](#)

**1005.**

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Sidiq\\_HA's solution](#)

**1006.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Sidiq\\_HA's solution](#)

**1007.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Sidiq\\_HA's solution](#)

**1008.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Sidiq\\_HA's solution](#)

**1009.**

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Sidiq\\_HA's solution](#)

**1010.**

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Sidiq\\_HA's solution](#)

**1011.**

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2019-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[Sidiq\\_HA's solution](#)

**1012.**

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)

**1013.**

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[Sidiq\\_HA's solution](#)

**1014.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Sidiq\\_HA's solution](#)

**1015.**

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Sidiq\\_HA's solution](#)

**1016.**

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[Sidiq\\_HA's solution](#)

**1017.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2019-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Sidiq\\_HA's solution](#)

**1018.**

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Sidiq\\_HA's solution](#)

**1019.**

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sidiq\\_HA's solution](#)

**1020.**

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2000 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[Sidiq\\_HA's solution](#)

**1021.**

1165F1

[Microtransactions \(easy version\) · Tutorial](#)

Quality: 2,151 global accepts · Rating: 2000 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Sidiq\\_HA's solution](#)

**1022.**

1162E

[Thanos Nim · Tutorial](#)

Rating: 2000 · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: games

[Sidiq\\_HA's solution](#)

**1023.**

1156C

[Match Points · Tutorial](#)

Quality: 6,671 global accepts · Rating: 2000 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[Sidiq\\_HA's solution](#)

**1024.**

1157F

[Maximum Balanced Circle · Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Sidiq\\_HA's solution](#)

**1025.**

1132F

[Clear the String · Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sidiq\\_HA's solution](#)

**1026.**

1131D

[Gourmet choice · Tutorial](#)

Quality: 3,636 global accepts · Rating: 2000 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Sidiq\\_HA's solution](#)

**1027.**

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[Sidiq\\_HA's solution](#)

**1028.**

1082E

[Increasing Frequency · Tutorial](#)

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[Sidiq\\_HA's solution](#)

**1029.**

1080D

[Olya and magical square · Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Sidiq\\_HA's solution](#)

**1030.**

1061D

[TV Shows · Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Sidiq\\_HA's solution](#)

**1031.**

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sidiq\\_HA's solution](#)**1032.**

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2018-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[Sidiq\\_HA's solution](#)**1033.**

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sidiq\\_HA's solution](#)**1034.**

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,855 global accepts · Rating: 2000 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Sidiq\\_HA's solution](#)**1035.**

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[Sidiq\\_HA's solution](#)**1036.**

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Sidiq\\_HA's solution](#)**1037.**

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[Sidiq\\_HA's solution](#)**1038.**

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sidiq\\_HA's solution](#)**1039.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[Sidiq\\_HA's solution](#)**1040.**

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2017-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Sidiq\\_HA's solution](#)

**1041.**

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Sidiq\\_HA's solution](#)

**1042.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Sidiq\\_HA's solution](#)

**1043.**

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: math, number theory

[Sidiq\\_HA's solution](#)

**1044.**

672D

[Robin Hood](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-05-19 · last AC: 2016-05-19 · GNU C++11 (first AC) · Tags: binary search, greedy

[Sidiq\\_HA's solution](#)

**1045.**

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2016-03-02 · last AC: 2016-03-02 · GNU C++ (first AC) · Tags: data structures, dp

[Sidiq\\_HA's solution](#)

**1046.**

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2016-02-26 · GNU C++ (first AC) · Tags: dp, strings

[Sidiq\\_HA's solution](#)

**1047.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2025-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Sidiq\\_HA's solution](#)

**1048.**

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Sidiq\\_HA's solution](#)

**1049.**

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Sidiq\\_HA's solution](#)

**1050.**

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Sidiq\\_HA's solution](#)

**1051.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games, greedy

[Sidiq\\_HA's solution](#)

**1052.**

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Sidiq\\_HA's solution](#)

**1053.**

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Sidiq\\_HA's solution](#)

**1054.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Sidiq\\_HA's solution](#)

**1055.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Sidiq\\_HA's solution](#)

**1056.**

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, interactive, math

[Sidiq\\_HA's solution](#)

**1057.**

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[Sidiq\\_HA's solution](#)

**1058.**

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Sidiq\\_HA's solution](#)

**1059.**

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2019-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Sidiq\\_HA's solution](#)

**1060.**

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math

[Sidiq\\_HA's solution](#)

**1061.**

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[Sidiq\\_HA's solution](#)

### 1062.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sidiq\\_HA's solution](#)

### 1063.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2019-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Sidiq\\_HA's solution](#)

### 1064.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Sidiq\\_HA's solution](#)

### 1065.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[Sidiq\\_HA's solution](#)

### 1066.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sidiq\\_HA's solution](#)

### 1067.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[Sidiq\\_HA's solution](#)

### 1068.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Sidiq\\_HA's solution](#)

### 1069.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, strings

[Sidiq\\_HA's solution](#)

### 1070.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sidiq\\_HA's solution](#)

### 1071.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-07 · last AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation

[Sidiq\\_HA's solution](#)

**1072.**

1185G1

[Playlist for Polycarp \(easy version\) · Tutorial](#)

Quality: 3,200 global accepts · Rating: 2100 · first AC: 2019-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp  
[Sidiq\\_HA's solution](#)

**1073.**

1176F

[Destroy it! · Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings  
[Sidiq\\_HA's solution](#)

**1074.**

1166E

[The LCMs Must be Large · Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory  
[Sidiq\\_HA's solution](#)

**1075.**

1167E

[Range Deleting · Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers  
[Sidiq\\_HA's solution](#)

**1076.**

1151E

[Number of Components · Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math  
[Sidiq\\_HA's solution](#)

**1077.**

1154F

[Shovels Shop · Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2019-04-18 · last AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings  
[Sidiq\\_HA's solution](#)

**1078.**

1117D

[Magic Gems · Tutorial](#)

Quality: 5,218 global accepts · Rating: 2100 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices  
[Sidiq\\_HA's solution](#)

**1079.**

732E

[Sockets · Tutorial](#)

Quality: 1,667 global accepts · Rating: 2100 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[Sidiq\\_HA's solution](#)

**1080.**

1029E

[Tree with Small Distances · Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2018-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy  
[Sidiq\\_HA's solution](#)

**1081.**

937D

[Sleepy Game · Tutorial](#)

Rating: 2100 · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, games, graphs  
[Sidiq\\_HA's solution](#)

**1082.**

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[Sidiq\\_HA's solution](#)

**1083.**

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 2100 · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sidiq\\_HA's solution](#)

**1084.**

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Sidiq\\_HA's solution](#)

**1085.**

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-23 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Sidiq\\_HA's solution](#)

**1086.**

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[Sidiq\\_HA's solution](#)

**1087.**

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Sidiq\\_HA's solution](#)

**1088.**

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Sidiq\\_HA's solution](#)

**1089.**

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[Sidiq\\_HA's solution](#)

**1090.**

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sidiq\\_HA's solution](#)

**1091.**

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Sidiq\\_HA's solution](#)

**1092.**

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Sidiq\\_HA's solution](#)

**1093.**

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Sidiq\\_HA's solution](#)

**1094.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-02 · last AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Sidiq\\_HA's solution](#)

**1095.**

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Sidiq\\_HA's solution](#)

**1096.**

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sidiq\\_HA's solution](#)

**1097.**

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[Sidiq\\_HA's solution](#)

**1098.**

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2019-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Sidiq\\_HA's solution](#)

**1099.**

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[Sidiq\\_HA's solution](#)

**1100.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Sidiq\\_HA's solution](#)

**1101.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[Sidiq\\_HA's solution](#)

**1102.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sidiq\\_HA's solution](#)**1103.**

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Sidiq\\_HA's solution](#)**1104.**

1159D

[The minimal unique substring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Sidiq\\_HA's solution](#)**1105.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Sidiq\\_HA's solution](#)**1106.**

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Sidiq\\_HA's solution](#)**1107.**

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Sidiq\\_HA's solution](#)**1108.**

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[Sidiq\\_HA's solution](#)**1109.**

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Sidiq\\_HA's solution](#)**1110.**

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Sidiq\\_HA's solution](#)**1111.**

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Sidiq\\_HA's solution](#)

**1112.**

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs  
[Sidiq\\_HA's solution](#)

**1113.**

1371E2

[Asterism \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings  
[Sidiq\\_HA's solution](#)

**1114.**

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings  
[Sidiq\\_HA's solution](#)

**1115.**

1199F

[Rectangle Painting 1](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[Sidiq\\_HA's solution](#)

**1116.**

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[Sidiq\\_HA's solution](#)

**1117.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers  
[Sidiq\\_HA's solution](#)

**1118.**

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory  
[Sidiq\\_HA's solution](#)

**1119.**

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees  
[Sidiq\\_HA's solution](#)

**1120.**

677D

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

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2016-06-03 · last AC: 2016-06-03 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, shortest paths  
[Sidiq\\_HA's solution](#)

**1121.**

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy  
[Sidiq\\_HA's solution](#)

**1122.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[Sidiq\\_HA's solution](#)

**1123.**

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Sidiq\\_HA's solution](#)

**1124.**

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[Sidiq\\_HA's solution](#)

**1125.**

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[Sidiq\\_HA's solution](#)

**1126.**

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2019-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Sidiq\\_HA's solution](#)

**1127.**

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Sidiq\\_HA's solution](#)

**1128.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Sidiq\\_HA's solution](#)

**1129.**

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2600 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Sidiq\\_HA's solution](#)

**1130.**

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Sidiq\\_HA's solution](#)

**1131.**

102219C

[I Don't Want To Pay For The Late Jar!](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1132.**

102219I

[To Crash Or Not To Crash](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1133.**

102219B

[SpongeBob SquarePants](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1134.**

100989E

[Accepted Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1135.**

101917B

[Three Couse Meal](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1136.**

101917H

[Diego and drinks](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1137.**

101917D

[Freddy and minifier](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1138.**

101917F

[Minimum Played Times](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1139.**

101917C

[Basic Encryption](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1140.**

101917G

[A+B+C](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1141.**

101917A

[Giga-Kilo-Gigabyte](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1142.**

101972B

[Updating the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1143.**

101972F

[I'm Bored!](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1144.**

101972E

[Stupid Submissions](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1145.**

101972J

[Even Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1146.**

101972G

[Minimax](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1147.**

101972C

[Shortest Path!](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1148.**

101972A

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

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1149.**

101972K

[Cyclic Shift](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1150.**

101972H

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

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1151.**

101972D

[Wooden Fence](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1152.**

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1153.**

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1154.**

101086J

[Smooth Developer](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1155.**

101086A

[My Friend of Misery](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1156.**

101086F

[Hey JUDgE](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1157.**

101086M

[ACPC Headquarters : AASTMT \(Stairway to Heaven\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1158.**

101086G

[Paradise City](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1159.**

101086L

[Chance](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1160.**

101086H

[Another Square in the Floor](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1161.**

101102D

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1162.**

101102I

[Simple Robot](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1163.**

101102B

[The Little Match Girl](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1164.**

101102C

[Bored Judge](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1165.**

101102F

[Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1166.**

101102A

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1167.**

101102H

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1168.**

101102E

[Ya Rajaie and Books](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1169.**

101350K

[Owl Geeks](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1170.**

101350G

[Snake Rana](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1171.**

101350E

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

Rating: — · first AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1172.**

101350J

[Lazy Physics Cat](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1173.**

101350I

[Mirrored String II](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1174.**

101350M

[Make Cents?](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1175.**

101350C

[Cheap Kangaroo](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sidiq\\_HA's solution](#)

**1176.**

101350D

[Magical Bamboos](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1177.**

101350H

[Mirrored String I](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1178.**

101350B

[Unusual Team](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1179.**

101498J

[Spilt the String](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1180.**

101498G

[Super Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1181.**

101498D

[Counting Paths](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1182.**

101498B

[Longest Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1183.**

101498H

[Palindrome Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1184.**

101498C

[Lunch Break](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1185.**

101498E

[Car Factory](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1186.**

101498A

[Watching TV](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1187.**

101498I

[Rock Piles](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1188.**

101915E

[Minesweeper](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1189.**

101915I

[A Movie in Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1190.**

101915J

[The Volcano Eruption](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1191.**

101915K

[Poor Ramzi](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1192.**

101915A

[Printing Books](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · last AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1193.**

101915G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1194.**

101915D

[Largest Group](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1195.**

101915H

[Buying Products](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · GNU C++11 (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1196.**

101915C

[Shahhoud Training Hussain](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · GNU C++11 (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1197.**

101915F

[A Missing Problem in TCPC2017](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · GNU C++11 (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1198.**

101853B

[New Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1199.**

101853I

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · last AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1200.**

101853A

[Zero Array](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1201.**

101853C

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sidiq\\_HA's solution](#)

**1202.**

101853F

[Working Time](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1203.**

101853D

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**1204.**

101853J

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**1205.**

101853H

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**1206.**

101778F

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**1207.**

101778J

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**1208.**

101778G

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**1209.**

101778K

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**1210.**

101778D

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**1211.**

101778A

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**1212.**

101778C

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**1213.**

101778B

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**1214.**

101778H

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**1215.**

101778E

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**1216.**

101778I

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**1217.**

101808I

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**1218.**

101808K

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**1219.**

101808G

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**1220.**

101808J

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**1221.**

101808C

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**1222.**

101808F

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**1223.**

101808A

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**1224.**

101755H

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**1225.**

101755L

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**1226.**

101755E

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**1227.**

101755J

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**1228.**

101755C

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**1229.**

101755A

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**1230.**

101652U

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**1231.**

101652X

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**1232.**

101652Q

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**1233.**

101652Y

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101652Z

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**1235.**

101652N

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**1236.**

101810E

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**1237.**

101810B

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**1238.**

101810F

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**1239.**

101810C

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**1240.**

101810I

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**1241.**

101810H

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**1242.**

100187F

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**1243.**

100187J

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**1244.**

100187K

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**1245.**

100187E

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**1246.**

100187A

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**1247.**

100187H

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**1248.**

100187D

[Holidays](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1249.**

100187B

[A Lot of Joy](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1250.**

100187L

[Ministry of Truth](#) · [Tutorial](#)

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**1251.**

101608D

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Rating: — · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1252.**

100733F

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Rating: — · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1253.**

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-06 · last AC: 2017-12-06 · GNU C++ (first AC) · Tags: —

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**1254.**

101522B

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Rating: — · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1255.**

101522K

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · GNU C++ (first AC) · Tags: —

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**1256.**

101522A

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Rating: — · first AC: 2017-11-25 · GNU C++ (first AC) · Tags: —

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**1257.**

101522C

[Cheering](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · GNU C++ (first AC) · Tags: —

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**1258.**

101608M

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Rating: — · first AC: 2017-11-11 · GNU C++ (first AC) · Tags: —

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**1259.**

101608B

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**1260.**

101608A

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**1261.**

101608C

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**1262.**

101532D

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**1263.**

101532H

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**1264.**

101532C

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Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1265.**

101532K

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**1266.**

101532J

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Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1267.**

101532I

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Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1268.**

101532G

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Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1269.**

101532B

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Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1270.**

101059C

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Rating: — · first AC: 2016-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1271.**

101059A

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Rating: — · first AC: 2016-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1272.**

100733G

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**1273.**

100733H

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**1274.**

100733C

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Rating: — · first AC: 2016-08-31 · last AC: 2016-08-31 · GNU C++ (first AC) · Tags: —

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**1275.**

100733D

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Rating: — · first AC: 2016-08-31 · GNU C++ (first AC) · Tags: —

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**1276.**

100733B

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Rating: — · first AC: 2016-08-31 · GNU C++ (first AC) · Tags: —

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**1277.**

100733E

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Rating: — · first AC: 2016-08-31 · GNU C++11 (first AC) · Tags: —

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**1278.**

100733A

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Rating: — · first AC: 2016-08-31 · GNU C++11 (first AC) · Tags: —

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**1279.**

100814B

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Rating: — · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: —

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**1280.**

101061F

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Rating: — · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: —

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**1281.**

101061I

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**1282.**

101061D

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**1283.**

101061A

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**1284.**

100869A

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**1285.**

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