

Unique solved — SimB4

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Count: 974

1.

1912L

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2.

1638A

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3.

1637A

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4.

1633B

[Minority](#) · [Tutorial](#)

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5.

1633A

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6.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

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7.

1515A

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Quality: 21,134 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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8.

1517A

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Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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9.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: implementation, strings

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10.

1194A

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11.

1017A

[The Rank](#) · [Tutorial](#)

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12.

984A

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13.

965A

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14.

770A

[New Password](#) · [Tutorial](#)

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15.

749A

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16.

746A

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17.

735A

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18.

734B

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19.

734A

[Anton and Danik](#) · [Tutorial](#)

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20.

732A

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21.

721A

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22.

707A

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23.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: implementation

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24.

688A

[Opponents](#) · [Tutorial](#)

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25.

681A

[A Good Contest](#) · [Tutorial](#)

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26.

678A

[Johny Likes Numbers](#) · [Tutorial](#)

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27.

680A

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28.

677A

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Quality: 180,687 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation

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29.

664A

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30.

513A

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31.

119A

[Epic Game](#) · [Tutorial](#)

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32.

148A

[Insomnia cure](#) · [Tutorial](#)

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33.

112A

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34.

266A

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

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35.

282A

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36.

116A

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37.

231A

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38.

50A

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39.

71A

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

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[SimB4's solution](#)

40.

492A

[Vanya and Cubes](#) · [Tutorial](#)

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41.

490A

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42.

486A

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43.

22A

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44.

472A

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45.

454A

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46.

158A

[Next Round](#) · [Tutorial](#)

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47.

4A

[Watermelon](#) · [Tutorial](#)

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48.

432A

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49.

427A

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50.

426A

[Sereja and Mugs](#) · [Tutorial](#)

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51.

384A

[Coder](#) · [Tutorial](#)

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52.

381A

[Sereja and Dima](#) · [Tutorial](#)

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53.

363A

[Soroban](#) · [Tutorial](#)

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54.

361A

[Levko and Table](#) · [Tutorial](#)

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55.

339A

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[SimB4's solution](#)

56.

278A

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Quality: 12,824 global accepts · Rating: 800 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: implementation

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57.

271A

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58.

268A

[Games](#) · [Tutorial](#)

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59.

265A

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

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60.

263A

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61.

262A

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

Quality: 22,458 global accepts · Rating: 800 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: implementation

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62.

255A

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Quality: 31,202 global accepts · Rating: 800 · first AC: 2012-12-19 · GNU C++ (first AC) · Tags: implementation

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63.

248A

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64.

245A

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65.

1326B

[Maximums](#) · [Tutorial](#)

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[SimB4's solution](#)

66.

1282A

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

Quality: 15,502 global accepts · Rating: 900 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: implementation, math

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67.

1267B

[Balls of Buma](#) · [Tutorial](#)

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68.

1238A

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69.

989A

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70.

981A

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71.

914A

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72.

913A

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73.

776A

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74.

768A

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75.

746B

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76.

738A

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Rating: 900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: implementation, strings

[SimB4's solution](#)

77.

653A

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Quality: 9,182 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

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78.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation

[SimB4's solution](#)

79.

580A

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

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80.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,028 global accepts · Rating: 900 · first AC: 2014-12-26 · GNU C++ (first AC) · Tags: implementation

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81.

96A

[Football](#) · [Tutorial](#)

Quality: 193,688 global accepts · Rating: 900 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: implementation, strings

[SimB4's solution](#)

82.

26A

[Almost Prime](#) · [Tutorial](#)

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83.

474A

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Quality: 54,720 global accepts · Rating: 900 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: implementation

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84.

451A

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85.

439A

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Quality: 26,623 global accepts · Rating: 900 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: greedy, implementation

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86.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,188 global accepts · Rating: 900 · first AC: 2014-04-25 · GNU C++ (first AC) · Tags: implementation

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87.

415A

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Quality: 9,591 global accepts · Rating: 900 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: implementation

[SimB4's solution](#)

88.

387A

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[SimB4's solution](#)

89.

337A

[Puzzles](#) · [Tutorial](#)

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90.

320A

[Magic Numbers](#) · [Tutorial](#)

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[SimB4's solution](#)

91.

263B

[Squares](#) · [Tutorial](#)

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[SimB4's solution](#)

92.

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,566 global accepts · Rating: 900 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: implementation

[SimB4's solution](#)

93.

1515B

[Phoenix and Puzzle](#) · [Tutorial](#)

Quality: 27,075 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

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94.

1326A

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95.

1237A

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

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[SimB4's solution](#)

96.

1027A

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[SimB4's solution](#)

97.

981B

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

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[SimB4's solution](#)

98.

967B

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99.

733A

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100.

732B

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101.

724A

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Quality: 7,556 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation

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102.

688B

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

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103.

680B

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

Quality: 26,244 global accepts · Rating: 1000 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

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104.

641A

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

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105.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1000 · first AC: 2016-03-29 · GNU C++ (first AC) · Tags: sortings

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106.

644A

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107.

637A

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108.

626A

[Robot Sequence](#) · [Tutorial](#)

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109.

584A

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

Quality: 52,620 global accepts · Rating: 1000 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: math

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110.

500A

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

Quality: 62,713 global accepts · Rating: 1000 · first AC: 2015-01-19 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

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111.

131A

[cAPS LOCK](#) · [Tutorial](#)

Quality: 100,993 global accepts · Rating: 1000 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: implementation, strings

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112.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,481 global accepts · Rating: 1000 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: implementation, strings

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113.

299A

[Ksusha and Array](#) · [Tutorial](#)

Quality: 9,462 global accepts · Rating: 1000 · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: brute force, number theory, sortings

[SimB4's solution](#)

114.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,041 global accepts · Rating: 1000 · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: greedy

[SimB4's solution](#)

115.

476A

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

Quality: 51,627 global accepts · Rating: 1000 · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: implementation, math

[SimB4's solution](#)

116.

462A

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

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: brute force, implementation

[SimB4's solution](#)

117.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[SimB4's solution](#)

118.

441A

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

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: implementation

[SimB4's solution](#)

119.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2014-06-07 · GNU C++ (first AC) · Tags: math

[SimB4's solution](#)

120.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 1000 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: implementation

[SimB4's solution](#)

121.

400A

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

Quality: 6,866 global accepts · Rating: 1000 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: implementation

[SimB4's solution](#)

122.

389A

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

Quality: 14,978 global accepts · Rating: 1000 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, math

[SimB4's solution](#)

123.

385A

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

Quality: 17,326 global accepts · Rating: 1000 · first AC: 2014-01-24 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[SimB4's solution](#)

124.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,275 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation

[SimB4's solution](#)

125.

368A

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

Quality: 7,978 global accepts · Rating: 1000 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: implementation

[SimB4's solution](#)

126.

339B

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

Quality: 81,391 global accepts · Rating: 1000 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: implementation

[SimB4's solution](#)

127.

336A

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

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2013-08-09 · GNU C++ (first AC) · Tags: implementation, math

[SimB4's solution](#)

128.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: implementation, math

[SimB4's solution](#)

129.

265B

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

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: greedy, implementation

[SimB4's solution](#)

130.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[SimB4's solution](#)

131.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[SimB4's solution](#)

132.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[SimB4's solution](#)

133.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[SimB4's solution](#)

134.

1327A

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

Quality: 45,741 global accepts · Rating: 1100 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: math

[SimB4's solution](#)

135.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: implementation

[SimB4's solution](#)

136.

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,981 global accepts · Rating: 1100 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation

[SimB4's solution](#)

137.

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: implementation

[SimB4's solution](#)

138.

735B

[Urbanization](#) · [Tutorial](#)

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

[SimB4's solution](#)

139.

733B

[Parade](#) · [Tutorial](#)

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

[SimB4's solution](#)

140.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: implementation, math, sortings, strings

[SimB4's solution](#)

141.

682A

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

Quality: 23,995 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[SimB4's solution](#)

142.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: math

[SimB4's solution](#)

143.

638A

[Home Numbers](#) · [Tutorial](#)

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

[SimB4's solution](#)

144.

522B

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

Quality: 9,524 global accepts · Rating: 1100 · first AC: 2015-03-07 · GNU C++ (first AC) · Tags: *special, data structures, dp, implementation

[SimB4's solution](#)

145.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,237 global accepts · Rating: 1100 · first AC: 2014-12-26 · GNU C++ (first AC) · Tags: implementation, math

[SimB4's solution](#)

146.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,849 global accepts · Rating: 1100 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[SimB4's solution](#)

147.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: implementation

[SimB4's solution](#)

148.

258A

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

Quality: 26,509 global accepts · Rating: 1100 · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: greedy, math

[SimB4's solution](#)

149.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,800 global accepts · Rating: 1100 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: sortings

[SimB4's solution](#)

150.

433A

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

Quality: 17,894 global accepts · Rating: 1100 · first AC: 2014-05-24 · GNU C++ (first AC) · Tags: brute force, implementation

[SimB4's solution](#)

151.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,513 global accepts · Rating: 1100 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: data structures, implementation

[SimB4's solution](#)

152.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, implementation

[SimB4's solution](#)

153.

381B

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

Quality: 7,355 global accepts · Rating: 1100 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[SimB4's solution](#)

154.

370A

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

Quality: 12,029 global accepts · Rating: 1100 · first AC: 2013-12-07 · GNU C++ (first AC) · Tags: graphs, math, shortest paths

[SimB4's solution](#)

155.

368B

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

Quality: 49,909 global accepts · Rating: 1100 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: data structures, dp

[SimB4's solution](#)

156.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: implementation

[SimB4's solution](#)

157.

365B

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

Quality: 15,371 global accepts · Rating: 1100 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: implementation

[SimB4's solution](#)

158.

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,979 global accepts · Rating: 1100 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: implementation

[SimB4's solution](#)

159.

362B

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

Quality: 14,733 global accepts · Rating: 1100 · first AC: 2013-11-14 · GNU C++ (first AC) · Tags: implementation, sortings

[SimB4's solution](#)

160.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,098 global accepts · Rating: 1100 · first AC: 2013-11-11 · GNU C++ (first AC) · Tags: brute force, dp

[SimB4's solution](#)

161.

355B

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

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: greedy, implementation

[SimB4's solution](#)

162.

355A

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

Quality: 9,839 global accepts · Rating: 1100 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[SimB4's solution](#)

163.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,731 global accepts · Rating: 1100 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: greedy, implementation

[SimB4's solution](#)

164.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2013-09-21 · GNU C++ (first AC) · Tags: brute force, implementation, math

[SimB4's solution](#)

165.

285A

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

Quality: 14,139 global accepts · Rating: 1100 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: greedy, implementation

[SimB4's solution](#)

166.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,832 global accepts · Rating: 1100 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: geometry, implementation, math

[SimB4's solution](#)

167.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1100 · first AC: 2012-12-08 · GNU C++ (first AC) · Tags: greedy

[SimB4's solution](#)

168.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1100 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: brute force, implementation

[SimB4's solution](#)

169.

245B

[Internet Address](#) · [Tutorial](#)

Quality: 5,521 global accepts · Rating: 1100 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: implementation, strings

[SimB4's solution](#)

170.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,359 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: implementation, sortings

[SimB4's solution](#)

171.

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[SimB4's solution](#)

172.

1327B

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

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[SimB4's solution](#)

173.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: implementation, math

[SimB4's solution](#)

174.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation, math

[SimB4's solution](#)

175.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[SimB4's solution](#)

176.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: implementation

[SimB4's solution](#)

177.

982A

[Row](#) · [Tutorial](#)

Quality: 9,712 global accepts · Rating: 1200 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[SimB4's solution](#)

178.

914B

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

Quality: 9,066 global accepts · Rating: 1200 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[SimB4's solution](#)

179.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,466 global accepts · Rating: 1200 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, trees

[SimB4's solution](#)

180.

774C

[Maximum Number](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1200 · first AC: 2017-04-05 · JavaScript (first AC) · Tags: *special, constructive algorithms, greedy, implementation

[SimB4's solution](#)

181.

776B

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

Quality: 25,734 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[SimB4's solution](#)

182.

749B

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

Quality: 8,934 global accepts · Rating: 1200 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry

[SimB4's solution](#)

183.

740B

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

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

[SimB4's solution](#)

184.

738B

[Spotlights](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[SimB4's solution](#)

185.

722B

[Verse Pattern](#) · [Tutorial](#)

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

[SimB4's solution](#)

186.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,286 global accepts · Rating: 1200 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: implementation, sortings

[SimB4's solution](#)

187.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[SimB4's solution](#)

188.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,748 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: sortings

[SimB4's solution](#)

189.

639A

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

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

[SimB4's solution](#)

190.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,867 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++ (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[SimB4's solution](#)

191.

523A

[Rotate, Flip and Zoom](#) · [Tutorial](#)

Quality: 2,856 global accepts · Rating: 1200 · first AC: 2015-03-15 · Java 7 (first AC) · Tags: *special, implementation

[SimB4's solution](#)

192.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2015-03-07 · GNU C++ (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[SimB4's solution](#)

193.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: greedy, implementation

[SimB4's solution](#)

194.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,211 global accepts · Rating: 1200 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: binary search, implementation, math, sortings

[SimB4's solution](#)

195.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: graphs, implementation

[SimB4's solution](#)

196.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: brute force, implementation

[SimB4's solution](#)

197.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-27 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[SimB4's solution](#)

198.

483C

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

Rating: 1200 · first AC: 2014-10-27 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[SimB4's solution](#)

199.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,572 global accepts · Rating: 1200 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: binary search, implementation

[SimB4's solution](#)

200.

462C

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

Rating: 1200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: implementation, sortings

[SimB4's solution](#)

201.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,411 global accepts · Rating: 1200 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: implementation

[SimB4's solution](#)

202.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: math, number theory

[SimB4's solution](#)

203.

439B

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

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: implementation, sortings

[SimB4's solution](#)

204.

433B

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

Quality: 53,887 global accepts · Rating: 1200 · first AC: 2014-05-24 · GNU C++ (first AC) · Tags: dp, implementation, sortings

[SimB4's solution](#)

205.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,260 global accepts · Rating: 1200 · first AC: 2014-05-15 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[SimB4's solution](#)

206.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2014-04-25 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, sortings

[SimB4's solution](#)

207.

400B

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

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: brute force, implementation, schedules

[SimB4's solution](#)

208.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2014-01-30 · GNU C++ (first AC) · Tags: brute force, greedy, two pointers

[SimB4's solution](#)

209.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 1200 · first AC: 2014-01-25 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math, strings

[SimB4's solution](#)

210.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[SimB4's solution](#)

211.

366B

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

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: brute force, implementation

[SimB4's solution](#)

212.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[SimB4's solution](#)

213.

350A

[TL](#) · [Tutorial](#)

Quality: 17,531 global accepts · Rating: 1200 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[SimB4's solution](#)

214.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: implementation

[SimB4's solution](#)

215.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,943 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math

[SimB4's solution](#)

216.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[SimB4's solution](#)

217.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1300 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: greedy, implementation

[SimB4's solution](#)

218.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,788 global accepts · Rating: 1300 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers

[SimB4's solution](#)

219.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,917 global accepts · Rating: 1300 · first AC: 2019-10-08 · last AC: 2019-10-08 · GNU C++11 (first AC) · Tags: greedy, sortings

[SimB4's solution](#)

220.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: implementation, strings

[SimB4's solution](#)

221.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: implementation

[SimB4's solution](#)

222.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[SimB4's solution](#)

223.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[SimB4's solution](#)

224.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · GNU C++11 (first AC) · Tags: implementation

[SimB4's solution](#)

225.

924A

[Mystical Mosaic](#) · [Tutorial](#)

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

[SimB4's solution](#)

226.

929B

[AÄBDB C 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[SimB4's solution](#)

227.

770B

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

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-03-11 · GNU C++ (first AC) · Tags: *special, implementation, math

[SimB4's solution](#)

228.

740A

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

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

[SimB4's solution](#)

229.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-10-25 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[SimB4's solution](#)

230.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: graphs

[SimB4's solution](#)

231.

716B

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

Quality: 13,005 global accepts · Rating: 1300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: greedy, two pointers

[SimB4's solution](#)

232.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: brute force

[SimB4's solution](#)

233.

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

[SimB4's solution](#)

234.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[SimB4's solution](#)

235.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[SimB4's solution](#)

236.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,203 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[SimB4's solution](#)

237.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: brute force, implementation

[SimB4's solution](#)

238.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2014-11-11 · GNU C++ (first AC) · Tags: greedy, hashing, implementation

[SimB4's solution](#)

239.

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,277 global accepts · Rating: 1300 · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: implementation, math

[SimB4's solution](#)

240.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[SimB4's solution](#)

241.

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,945 global accepts · Rating: 1300 · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: implementation

[SimB4's solution](#)

242.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[SimB4's solution](#)

243.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 1300 · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: games, greedy

[SimB4's solution](#)

244.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

245.

462B

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

Quality: 15,568 global accepts · Rating: 1300 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: greedy

[SimB4's solution](#)

246.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,503 global accepts · Rating: 1300 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: combinatorics, implementation, sortings

[SimB4's solution](#)

247.

430C

[Xor-tree](#) · [Tutorial](#)

Rating: 1300 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: brute force, data structures, dfs and similar, trees

[SimB4's solution](#)

248.

426B

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

Quality: 3,961 global accepts · Rating: 1300 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: implementation

[SimB4's solution](#)

249.

370B

[Berland Bingo](#) · [Tutorial](#)

Quality: 2,686 global accepts · Rating: 1300 · first AC: 2013-12-07 · GNU C++ (first AC) · Tags: implementation

[SimB4's solution](#)

250.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1300 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings

[SimB4's solution](#)

251.

304C

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

Rating: 1300 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: constructive algorithms

[SimB4's solution](#)

252.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,851 global accepts · Rating: 1300 · first AC: 2012-10-23 · GNU C++ (first AC) · Tags: binary search, implementation, math, number

theory

[SimB4's solution](#)

253.

1515C

[Phoenix and Towers](#) · [Tutorial](#)

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[SimB4's solution](#)

254.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[SimB4's solution](#)

255.

1284B

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

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

[SimB4's solution](#)

256.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[SimB4's solution](#)

257.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: implementation, trees

[SimB4's solution](#)

258.

929A

[AOC C B C\\$5C^>D 8C05CD>C](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation

[SimB4's solution](#)

259.

866A

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

Rating: 1400 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[SimB4's solution](#)

260.

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,960 global accepts · Rating: 1400 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[SimB4's solution](#)

261.

770D

[Draw Brackets!](#) · [Tutorial](#)

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

[SimB4's solution](#)

262.

713A

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

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

[SimB4's solution](#)

263.

680C

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

Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, number theory

[SimB4's solution](#)

264.

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

[SimB4's solution](#)

265.

675B

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

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[SimB4's solution](#)

266.

641B

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

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

[SimB4's solution](#)

267.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2016-03-29 · GNU C++ (first AC) · Tags: implementation, math

[SimB4's solution](#)

268.

637C

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

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-18 · GNU C++ (first AC) · Tags: *special, brute force, constructive algorithms, implementation

[SimB4's solution](#)

269.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[SimB4's solution](#)

270.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2015-04-27 · GNU C++ (first AC) · Tags: brute force, implementation

[SimB4's solution](#)

271.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-04-27 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[SimB4's solution](#)

272.

526B

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

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

[SimB4's solution](#)

273.

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2015-03-15 · Java 7 (first AC) · Tags: *special, greedy

[SimB4's solution](#)

274.

514B

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

Quality: 22,642 global accepts · Rating: 1400 · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: brute force, data structures, geometry, implementation, math

[SimB4's solution](#)

275.

513B1

[Permutations](#) · [Tutorial](#)

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

[SimB4's solution](#)

276.

228B

[Two Tables](#) · [Tutorial](#)

Quality: 3,637 global accepts · Rating: 1400 · first AC: 2014-12-23 · GNU C++ (first AC) · Tags: brute force, implementation

[SimB4's solution](#)

277.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1400 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: greedy, sortings

[SimB4's solution](#)

278.

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,641 global accepts · Rating: 1400 · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: combinatorics

[SimB4's solution](#)

279.

261A

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

Quality: 5,610 global accepts · Rating: 1400 · first AC: 2014-10-30 · last AC: 2014-10-30 · GNU C++ (first AC) · Tags: greedy, sortings

[SimB4's solution](#)

280.

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-30 · GNU C++ (first AC) · Tags: greedy

[SimB4's solution](#)

281.

436B

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

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

[SimB4's solution](#)

282.

441B

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

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: greedy, implementation

[SimB4's solution](#)

283.

438A

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

Rating: 1400 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: greedy, sortings

[SimB4's solution](#)

284.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2014-05-31 · GNU C++ (first AC) · Tags: greedy

[SimB4's solution](#)

285.

430B

[Balls Game](#) · [Tutorial](#)

Quality: 4,120 global accepts · Rating: 1400 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: brute force, two pointers

[SimB4's solution](#)

286.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,193 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[SimB4's solution](#)

287.

402B

[Trees in a Row](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1400 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: brute force, implementation

[SimB4's solution](#)

288.

389C

[Fox and Box Accumulation](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: binary search, dp, greedy

[SimB4's solution](#)

289.

379C

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

Quality: 7,049 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: greedy, sortings

[SimB4's solution](#)

290.

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2013-11-11 · GNU C++ (first AC) · Tags: greedy, implementation

[SimB4's solution](#)

291.

357B

[Flag Day](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1400 · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[SimB4's solution](#)

292.

296C

[Greg and Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: data structures, dp, implementation

[SimB4's solution](#)

293.

270B

[Multithreading](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 1400 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[SimB4's solution](#)

294.

253B

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

Quality: 12,376 global accepts · Rating: 1400 · first AC: 2012-12-08 · GNU C++ (first AC) · Tags: binary search, dp, sortings, two pointers

[SimB4's solution](#)

295.

245E

[Mishap in Club](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 1400 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: greedy, implementation

[SimB4's solution](#)

296.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[SimB4's solution](#)

297.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[SimB4's solution](#)

298.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: greedy

[SimB4's solution](#)

299.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,864 global accepts · Rating: 1500 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[SimB4's solution](#)

300.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: greedy

[SimB4's solution](#)

301.

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-25 · GNU C++ (first AC) · Tags: implementation, math, sortings

[SimB4's solution](#)

302.

774D

[Lie or Truth](#) · [Tutorial](#)

Quality: 2,113 global accepts · Rating: 1500 · first AC: 2017-04-05 · Delphi (first AC) · Tags: *special, constructive algorithms, implementation, sortings

[SimB4's solution](#)

303.

770C

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

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

[SimB4's solution](#)

304.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[SimB4's solution](#)

305.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[SimB4's solution](#)

306.

724B

[Batch Sort](#) · [Tutorial](#)

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

[SimB4's solution](#)

307.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,482 global accepts · Rating: 1500 · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: math, number theory

[SimB4's solution](#)

308.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,460 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[SimB4's solution](#)

309.

688C

[NP-Hard Problem](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[SimB4's solution](#)

310.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[SimB4's solution](#)

311.

638B

[Making Genome in Berland](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1500 · first AC: 2016-03-21 · GNU C++ (first AC) · Tags: *special, dfs and similar, strings

[SimB4's solution](#)

312.

611C

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

Quality: 9,042 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[SimB4's solution](#)

313.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1500 · first AC: 2015-10-16 · GNU C++11 (first AC) · Tags: greedy

[SimB4's solution](#)

314.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,671 global accepts · Rating: 1500 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: combinatorics

[SimB4's solution](#)

315.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,495 global accepts · Rating: 1500 · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[SimB4's solution](#)

316.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,936 global accepts · Rating: 1500 · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[SimB4's solution](#)

317.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,932 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[SimB4's solution](#)

318.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,835 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[SimB4's solution](#)

319.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: binary search, data structures, implementation

[SimB4's solution](#)

320.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: data structures, implementation

[SimB4's solution](#)

321.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: greedy, math

[SimB4's solution](#)

322.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2014-11-23 · GNU C++ (first AC) · Tags: dsu, implementation

[SimB4's solution](#)

323.

271C

[Secret](#) · [Tutorial](#)

Quality: 3,136 global accepts · Rating: 1500 · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[SimB4's solution](#)

324.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,659 global accepts · Rating: 1500 · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[SimB4's solution](#)

325.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[SimB4's solution](#)

326.

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dp

[SimB4's solution](#)

327.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: greedy

[SimB4's solution](#)

328.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[SimB4's solution](#)

329.

415C

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

Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, number theory

[SimB4's solution](#)

330.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: implementation, math

[SimB4's solution](#)

331.

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: implementation, math

[SimB4's solution](#)

332.

384B

[Multitasking](#) · [Tutorial](#)

Quality: 3,804 global accepts · Rating: 1500 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, two pointers

[SimB4's solution](#)

333.

368C

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

Rating: 1500 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: brute force, implementation

[SimB4's solution](#)

334.

362A

[Two Semiknights Meet](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 1500 · first AC: 2013-11-14 · GNU C++ (first AC) · Tags: greedy, math

[SimB4's solution](#)

335.

358B

[Dima and Text Messages](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1500 · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: brute force, strings

[SimB4's solution](#)

336.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2013-10-14 · GNU C++ (first AC) · Tags: brute force, greedy, math

[SimB4's solution](#)

337.

350B

[Resort](#) · [Tutorial](#)

Quality: 3,398 global accepts · Rating: 1500 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: graphs

[SimB4's solution](#)

338.

278B

[New Problem](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1500 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: brute force, strings

[SimB4's solution](#)

339.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,641 global accepts · Rating: 1500 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[SimB4's solution](#)

340.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[SimB4's solution](#)

341.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[SimB4's solution](#)

342.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math
[SimB4's solution](#)

343.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: combinatorics, math
[SimB4's solution](#)

344.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[SimB4's solution](#)

345.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2019-08-01 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings
[SimB4's solution](#)

346.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[SimB4's solution](#)

347.

924B

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

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers
[SimB4's solution](#)

348.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: binary search, data structures
[SimB4's solution](#)

349.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: implementation, strings
[SimB4's solution](#)

350.

774K

[Stepan and Vowels](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2017-04-05 · Java 8 (first AC) · Tags: *special, implementation, strings

[SimB4's solution](#)

351.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-30 · GNU C++11 (first AC) · Tags: dp, two pointers

[SimB4's solution](#)

352.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[SimB4's solution](#)

353.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[SimB4's solution](#)

354.

735C

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

Quality: 7,966 global accepts · Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[SimB4's solution](#)

355.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,750 global accepts · Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: math, number theory

[SimB4's solution](#)

356.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: data structures, hashing

[SimB4's solution](#)

357.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-10-25 · GNU C++ (first AC) · Tags: implementation

[SimB4's solution](#)

358.

722C

[Destroying Array](#) · [Tutorial](#)

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

[SimB4's solution](#)

359.

716C

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

Rating: 1600 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[SimB4's solution](#)

360.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,084 global accepts · Rating: 1600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[SimB4's solution](#)

361.

678C

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

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[SimB4's solution](#)

362.

639B

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

Quality: 6,997 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, trees

[SimB4's solution](#)

363.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[SimB4's solution](#)

364.

601A

[The Two Routes](#) · [Tutorial](#)

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

[SimB4's solution](#)

365.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[SimB4's solution](#)

366.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[SimB4's solution](#)

367.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[SimB4's solution](#)

368.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,989 global accepts · Rating: 1600 · first AC: 2015-05-13 · GNU C++ (first AC) · Tags: number theory

[SimB4's solution](#)

369.

524A

[A\\$>CfK C&C, C\\$K Ct=C 5D\\$5 DôBC,,E C'NCD5C"ð](#)

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

[SimB4's solution](#)

370.

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2015-03-15 · Java 7 (first AC) · Tags: *special, data structures, implementation

[SimB4's solution](#)

371.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2015-01-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SimB4's solution](#)

372.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2015-01-19 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[SimB4's solution](#)

373.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2014-12-23 · GNU C++ (first AC) · Tags: implementation, math, number theory

[SimB4's solution](#)

374.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: greedy, math

[SimB4's solution](#)

375.

340C

[Tourist Problem](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1600 · first AC: 2014-11-03 · GNU C++ (first AC) · Tags: combinatorics, implementation, math

[SimB4's solution](#)

376.

369C

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

Quality: 12,035 global accepts · Rating: 1600 · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[SimB4's solution](#)

377.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[SimB4's solution](#)

378.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1600 · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[SimB4's solution](#)

379.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,788 global accepts · Rating: 1600 · first AC: 2014-10-30 · last AC: 2014-10-30 · GNU C++ (first AC) · Tags: dp, implementation, trees

[SimB4's solution](#)

380.

477A

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

Rating: 1600 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: math

[SimB4's solution](#)

381.

454C

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities

[SimB4's solution](#)

382.

435C

[Cardiogram](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1600 · first AC: 2014-05-31 · GNU C++ (first AC) · Tags: implementation

[SimB4's solution](#)

383.

430D

[Working out](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: brute force, dp

[SimB4's solution](#)

384.

430A

[Points and Segments \(easy\)](#) · [Tutorial](#)

Quality: 2,407 global accepts · Rating: 1600 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[SimB4's solution](#)

385.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,952 global accepts · Rating: 1600 · first AC: 2014-04-25 · GNU C++ (first AC) · Tags: math

[SimB4's solution](#)

386.

381C

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

Rating: 1600 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: binary search, implementation, two pointers

[SimB4's solution](#)

387.

365C

[Matrix](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-11-21 · last AC: 2013-11-21 · GNU C++ (first AC) · Tags: brute force, combinatorics, math, matrices

[SimB4's solution](#)

388.

349C

[Mafia](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: implementation

[SimB4's solution](#)

389.

347C

[Alice and Bob](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-09-21 · GNU C++ (first AC) · Tags: games, math, number theory

[SimB4's solution](#)

390.

344C

[Rational Resistance](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: math, number theory

[SimB4's solution](#)

391.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[SimB4's solution](#)

392.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[SimB4's solution](#)

393.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[SimB4's solution](#)

394.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy

[SimB4's solution](#)

395.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[SimB4's solution](#)

396.

984C

[Finite or not?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[SimB4's solution](#)

397.

924C

[Riverside Curio](#) · [Tutorial](#)

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

[SimB4's solution](#)

398.

923A

[Primal Sport](#) · [Tutorial](#)

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

[SimB4's solution](#)

399.

929C

[Antonic](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 1700 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics, math

[SimB4's solution](#)

400.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[SimB4's solution](#)

401.

740C

[Alyona and mex](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms

[SimB4's solution](#)

402.

738C

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: binary search

[SimB4's solution](#)

403.

732D

[Exams](#) · [Tutorial](#)

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

[SimB4's solution](#)

404.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[SimB4's solution](#)

405.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

[SimB4's solution](#)

406.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: math, number theory

[SimB4's solution](#)

407.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, implementation, math

[SimB4's solution](#)

408.

590A

[Median Smoothing](#) · [Tutorial](#)

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

[SimB4's solution](#)

409.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[SimB4's solution](#)

410.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[SimB4's solution](#)

411.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2015-07-22 · last AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[SimB4's solution](#)

412.

524B

[BD>D\\$> CÔ0 CÔ0CÄÖD& 2 \(round version\)](#) · [Tutorial](#)

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

[SimB4's solution](#)

413.

498A

[Crazy Town](#) · [Tutorial](#)

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

[SimB4's solution](#)

414.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2014-11-24 · GNU C++ (first AC) · Tags: brute force, math, number theory, strings

[SimB4's solution](#)

415.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms

[SimB4's solution](#)

416.

460C

[Present](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1700 · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

[SimB4's solution](#)

417.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,626 global accepts · Rating: 1700 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: dp

[SimB4's solution](#)

418.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: math

[SimB4's solution](#)

419.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: greedy, math

[SimB4's solution](#)

420.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,852 global accepts · Rating: 1700 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: binary search, sortings, ternary search, two pointers

[SimB4's solution](#)

421.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, two pointers

[SimB4's solution](#)

422.

385C

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

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2014-01-25 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[SimB4's solution](#)

423.

382C

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2014-01-17 · GNU C++ (first AC) · Tags: implementation, sortings

[SimB4's solution](#)

424.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,560 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: data structures, trees

[SimB4's solution](#)

425.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,673 global accepts · Rating: 1700 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, graph matchings, implementation, trees

[SimB4's solution](#)

426.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[SimB4's solution](#)

427.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[SimB4's solution](#)

428.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[SimB4's solution](#)

429.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[SimB4's solution](#)

430.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[SimB4's solution](#)

431.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[SimB4's solution](#)

432.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[SimB4's solution](#)

433.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[SimB4's solution](#)

434.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[SimB4's solution](#)

435.

984D

[XOR-pyramid](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: dp

[SimB4's solution](#)

436.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: math, number theory

[SimB4's solution](#)

437.

923C

[Perfect Security](#) · [Tutorial](#)

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

[SimB4's solution](#)

438.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[SimB4's solution](#)

439.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp

[SimB4's solution](#)

440.

913D

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

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[SimB4's solution](#)

441.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[SimB4's solution](#)

442.

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,545 global accepts · Rating: 1800 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[SimB4's solution](#)

443.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2016-10-25 · GNU C++ (first AC) · Tags: greedy, implementation

[SimB4's solution](#)

444.

730B

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

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2016-10-25 · GNU C++ (first AC) · Tags: constructive algorithms, interactive

[SimB4's solution](#)

445.

724C

[Ray Tracing](#) · [Tutorial](#)

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

[SimB4's solution](#)

446.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: dp, graphs

[SimB4's solution](#)

447.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[SimB4's solution](#)

448.

688D

[Remainders Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[SimB4's solution](#)

449.

675D

[Tree Construction](#) · [Tutorial](#)

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-05-24 · last AC: 2016-05-24 · GNU C++11 (first AC) · Tags: data structures, trees

[SimB4's solution](#)

450.

641C

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

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

[SimB4's solution](#)

451.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,799 global accepts · Rating: 1800 · first AC: 2016-03-29 · GNU C++ (first AC) · Tags: data structures, sortings

[SimB4's solution](#)

452.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,760 global accepts · Rating: 1800 · first AC: 2016-03-29 · GNU C++ (first AC) · Tags: combinatorics, sortings, two pointers

[SimB4's solution](#)

453.

638D

[Three-dimensional Turtle Super Computer](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 1800 · first AC: 2016-03-21 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs

[SimB4's solution](#)

454.

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 1800 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: *special, dfs and similar, graphs, greedy, trees

[SimB4's solution](#)

455.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[SimB4's solution](#)

456.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: bitmasks, dp

[SimB4's solution](#)

457.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[SimB4's solution](#)

458.

543A

[Writing Code](#) · [Tutorial](#)

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

[SimB4's solution](#)

459.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[SimB4's solution](#)

460.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: dp, greedy

[SimB4's solution](#)

461.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[SimB4's solution](#)

462.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, math

[SimB4's solution](#)

463.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: binary search, implementation, math, sortings

[SimB4's solution](#)

464.

487A

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

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

[SimB4's solution](#)

465.

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: binary search, brute force

[SimB4's solution](#)

466.

482B

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

Quality: 7,734 global accepts · Rating: 1800 · first AC: 2014-10-27 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, trees

[SimB4's solution](#)

467.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,813 global accepts · Rating: 1800 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: data structures, divide and conquer, sortings

[SimB4's solution](#)

468.

436C

[Dungeons and Candies](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: dsu, graphs, greedy, trees

[SimB4's solution](#)

469.

434A

[Ryouko's Memory Note](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: math, sortings

[SimB4's solution](#)

470.

433C

[Ryouko's Memory Note](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 1800 · first AC: 2014-05-24 · GNU C++ (first AC) · Tags: implementation, math, sortings

[SimB4's solution](#)

471.

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2013-11-11 · GNU C++ (first AC) · Tags: binary search, greedy

[SimB4's solution](#)

472.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: dp, greedy

[SimB4's solution](#)

473.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,418 global accepts · Rating: 1800 · first AC: 2012-10-23 · GNU C++ (first AC) · Tags: binary search, number theory

[SimB4's solution](#)

474.

1912D

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

Quality: 1,981 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[SimB4's solution](#)

475.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[SimB4's solution](#)

476.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[SimB4's solution](#)

477.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, strings

[SimB4's solution](#)

478.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[SimB4's solution](#)

479.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, trees

[SimB4's solution](#)

480.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-04-25 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, two pointers

[SimB4's solution](#)

481.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: data structures, number theory

[SimB4's solution](#)

482.

740D

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

Rating: 1900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graph matchings, graphs

[SimB4's solution](#)

483.

738E

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy

[SimB4's solution](#)

484.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-10-25 · GNU C++ (first AC) · Tags: dp

[SimB4's solution](#)

485.

724D

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

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

[SimB4's solution](#)

486.

722D

[Generating Sets](#) · [Tutorial](#)

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

[SimB4's solution](#)

487.

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: dfs and similar

[SimB4's solution](#)

488.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: games, matrices, probabilities

[SimB4's solution](#)

489.

688E

[The Values You Can Make](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp

[SimB4's solution](#)

490.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[SimB4's solution](#)

491.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dp, strings

[SimB4's solution](#)

492.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers

[SimB4's solution](#)

493.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[SimB4's solution](#)

494.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[SimB4's solution](#)

495.

37C

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

Quality: 2,159 global accepts · Rating: 1900 · first AC: 2015-06-17 · GNU C++ (first AC) · Tags: data structures, greedy, trees

[SimB4's solution](#)

496.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: binary search, data structures, dp, dsu

[SimB4's solution](#)

497.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-16 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings

[SimB4's solution](#)

498.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-16 · GNU C++ (first AC) · Tags: binary search, greedy, math

[SimB4's solution](#)

499.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,278 global accepts · Rating: 1900 · first AC: 2015-01-20 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[SimB4's solution](#)

500.

459C

[Pashmak and Buses](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, math
[SimB4's solution](#)

501.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: dp, sortings

[SimB4's solution](#)

502.

456D

[A Lot of Games](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dp, games, strings

[SimB4's solution](#)

503.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,854 global accepts · Rating: 1900 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[SimB4's solution](#)

504.

438B

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

Rating: 1900 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: dp, dsu, sortings

[SimB4's solution](#)

505.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,585 global accepts · Rating: 1900 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: dsu, graphs, trees

[SimB4's solution](#)

506.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1900 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: dp

[SimB4's solution](#)

507.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[SimB4's solution](#)

508.

1237D

[Balanced Playlist](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[SimB4's solution](#)

509.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2019-10-07 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[SimB4's solution](#)

510.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[SimB4's solution](#)

511.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,583 global accepts · Rating: 2000 · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: brute force, interactive, probabilities
[SimB4's solution](#)

512.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: binary search, data structures
[SimB4's solution](#)

513.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,744 global accepts · Rating: 2000 · first AC: 2016-10-25 · GNU C++ (first AC) · Tags: dp, flows, graphs, greedy
[SimB4's solution](#)

514.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices
[SimB4's solution](#)

515.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation
[SimB4's solution](#)

516.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[SimB4's solution](#)

517.

672D

[Robin Hood](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-05-19 · GNU C++11 (first AC) · Tags: binary search, greedy
[SimB4's solution](#)

518.

641E

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

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: data structures
[SimB4's solution](#)

519.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings
[SimB4's solution](#)

520.

542C

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

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, math
[SimB4's solution](#)

521.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2000 · first AC: 2015-03-08 · GNU C++ (first AC) · Tags: *special, data structures

[SimB4's solution](#)

522.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2015-02-15 · GNU C++ (first AC) · Tags: binary search, data structures, two pointers

[SimB4's solution](#)

523.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: bitmasks, probabilities

[SimB4's solution](#)

524.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: math

[SimB4's solution](#)

525.

488D

[Strip](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-11-23 · GNU C++ (first AC) · Tags: data structures, dp, two pointers

[SimB4's solution](#)

526.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: binary search, data structures, dp, sortings, trees

[SimB4's solution](#)

527.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2000 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: brute force, data structures, math

[SimB4's solution](#)

528.

454D

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: bitmasks, dp

[SimB4's solution](#)

529.

435D

[Special Grid](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 2000 · first AC: 2014-05-31 · GNU C++ (first AC) · Tags: brute force, dp, greedy

[SimB4's solution](#)

530.

434B

[Nanami's Digital Board](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers

[SimB4's solution](#)

531.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, math

[SimB4's solution](#)

532.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[SimB4's solution](#)

533.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[SimB4's solution](#)

534.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[SimB4's solution](#)

535.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[SimB4's solution](#)

536.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[SimB4's solution](#)

537.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2017-11-21 · GNU C++11 (first AC) · Tags: dp, graphs

[SimB4's solution](#)

538.

862E

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

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[SimB4's solution](#)

539.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: data structures

[SimB4's solution](#)

540.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2017-08-04 · GNU C++ (first AC) · Tags: binary search, implementation, math

[SimB4's solution](#)

541.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2017-08-04 · GNU C++ (first AC) · Tags: dp, math

[SimB4's solution](#)

542.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-30 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs

and similar, dsu, graphs

[SimB4's solution](#)

543.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: math, number theory

[SimB4's solution](#)

544.

763B

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

Quality: 3,055 global accepts · Rating: 2100 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[SimB4's solution](#)

545.

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2016-12-19 · last AC: 2016-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[SimB4's solution](#)

546.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2016-10-25 · GNU C++11 (first AC) · Tags: binary search, dfs and similar

[SimB4's solution](#)

547.

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2100 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: greedy, sortings

[SimB4's solution](#)

548.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[SimB4's solution](#)

549.

590B

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

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[SimB4's solution](#)

550.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[SimB4's solution](#)

551.

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2015-09-06 · GNU C++ (first AC) · Tags: dp, greedy

[SimB4's solution](#)

552.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-05-09 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, shortest paths

[SimB4's solution](#)

553.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[SimB4's solution](#)

554.

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: flows, graph matchings, number theory

[SimB4's solution](#)

555.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: binary search, math, sortings, two pointers

[SimB4's solution](#)

556.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 2100 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: data structures, math, number theory

[SimB4's solution](#)

557.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,851 global accepts · Rating: 2100 · first AC: 2014-06-28 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

[SimB4's solution](#)

558.

362D

[Fools and Foolproof Roads](#) · [Tutorial](#)

Quality: 1,023 global accepts · Rating: 2100 · first AC: 2013-11-15 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[SimB4's solution](#)

559.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[SimB4's solution](#)

560.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[SimB4's solution](#)

561.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[SimB4's solution](#)

562.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[SimB4's solution](#)

563.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[SimB4's solution](#)

564.

906B

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

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[SimB4's solution](#)

565.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-11-21 · GNU C++11 (first AC) · Tags: brute force, data structures, trees

[SimB4's solution](#)

566.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2016-10-25 · GNU C++ (first AC) · Tags: greedy, implementation

[SimB4's solution](#)

567.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2016-10-25 · GNU C++ (first AC) · Tags: greedy, implementation, math

[SimB4's solution](#)

568.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,992 global accepts · Rating: 2200 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[SimB4's solution](#)

569.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[SimB4's solution](#)

570.

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-03-29 · GNU C++ (first AC) · Tags: hashing, implementation, math

[SimB4's solution](#)

571.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[SimB4's solution](#)

572.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[SimB4's solution](#)

573.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[SimB4's solution](#)

574.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[SimB4's solution](#)

575.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-27 · GNU C++ (first AC) · Tags: brute force, data structures, math, sortings

[SimB4's solution](#)

576.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · last AC: 2015-04-27 · GNU C++ (first AC) · Tags: dfs and similar, dp, math, trees

[SimB4's solution](#)

577.

526D

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

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2015-04-07 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings

[SimB4's solution](#)

578.

382D

[Ksenia and Pawns](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2014-01-18 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation, trees

[SimB4's solution](#)

579.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: data structures, trees

[SimB4's solution](#)

580.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[SimB4's solution](#)

581.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2300 · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[SimB4's solution](#)

582.

715B

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

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[SimB4's solution](#)

583.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[SimB4's solution](#)

584.

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2016-06-02 · last AC: 2016-06-02 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, shortest paths

[SimB4's solution](#)

585.

677E

[Vanya and Balloons](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2300 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation

[SimB4's solution](#)

586.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2300 · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[SimB4's solution](#)

587.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[SimB4's solution](#)

588.

601C

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

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

[SimB4's solution](#)

589.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: data structures, dp, dsu

[SimB4's solution](#)

590.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2300 · first AC: 2015-05-27 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[SimB4's solution](#)

591.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-05-09 · GNU C++ (first AC) · Tags: dp, trees

[SimB4's solution](#)

592.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,081 global accepts · Rating: 2300 · first AC: 2014-11-21 · last AC: 2014-11-21 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[SimB4's solution](#)

593.

438D

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

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: data structures, math

[SimB4's solution](#)

594.

1638E

[Colorful Operations](#) · [Tutorial](#)

Quality: 2,365 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[SimB4's solution](#)

595.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-01-31 · last AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[SimB4's solution](#)

596.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs

[SimB4's solution](#)

597.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: data structures, probabilities

[SimB4's solution](#)

598.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[SimB4's solution](#)

599.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: dp, trees, two pointers

[SimB4's solution](#)

600.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2015-01-07 · GNU C++ (first AC) · Tags: data structures, dp, number theory

[SimB4's solution](#)

601.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-29 · last AC: 2014-12-29 · GNU C++ (first AC) · Tags: dp, probabilities, two pointers

[SimB4's solution](#)

602.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: data structures, dp, greedy

[SimB4's solution](#)

603.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2014-07-15 · GNU C++ (first AC) · Tags: data structures, math, number theory

[SimB4's solution](#)

604.

447E

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-07-15 · GNU C++ (first AC) · Tags: data structures, math

[SimB4's solution](#)

605.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[SimB4's solution](#)

606.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2018-03-25 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

607.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[SimB4's solution](#)

608.

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2500 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: geometry, sortings

[SimB4's solution](#)

609.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[SimB4's solution](#)

610.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-05-14 · GNU C++ (first AC) · Tags: bitmasks, dp

[SimB4's solution](#)

611.

508D

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

Quality: 4,233 global accepts · Rating: 2500 · first AC: 2015-01-28 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[SimB4's solution](#)

612.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2014-11-07 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures

[SimB4's solution](#)

613.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[SimB4's solution](#)

614.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: geometry, number theory

[SimB4's solution](#)

615.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2700 · first AC: 2016-09-19 · last AC: 2016-09-19 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[SimB4's solution](#)

616.

592E

[BCPC](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2700 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: binary search, geometry, two pointers

[SimB4's solution](#)

617.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: data structures

[SimB4's solution](#)

618.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[SimB4's solution](#)

619.

730L

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

Quality: 93 global accepts · Rating: 3200 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: data structures

[SimB4's solution](#)

620.

101137K

[Knights of the Old Republic](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[SimB4's solution](#)

621.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[SimB4's solution](#)

622.

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms

[SimB4's solution](#)

623.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[SimB4's solution](#)

624.

100553C

[Cactus Generator](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

625.

101608E

[Robot I - Instruction Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[SimB4's solution](#)

626.

101608L

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[SimB4's solution](#)

627.

101608H

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[SimB4's solution](#)

628.

101608D

[Test Cases](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[SimB4's solution](#)

629.

101608G

[WiFi Password](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[SimB4's solution](#)

630.

101608M

[Winning Cells](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[SimB4's solution](#)

631.

101608C

[A message for you!](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[SimB4's solution](#)

632.

101608B

[OverCode](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[SimB4's solution](#)

633.

101608A

[Chrome Tabs](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[SimB4's solution](#)

634.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

635.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

636.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

637.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

638.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

639.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

640.

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

641.

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

642.

101174K

[Balls and Needles](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

643.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

644.

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

645.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

646.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

647.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

648.

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

649.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

650.

101170E

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

Rating: — · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

651.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

652.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

653.

101156E

[Longest Increasing Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-26 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

654.

101150E

[Mobile Computing](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · last AC: 2016-11-03 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

655.

101150G

[Network Mess](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

656.

101150B

[Book Replacement](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

657.

101150C

[Colored Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

658.

101150F

[Atomic Car Race](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

659.

101150L2

[Theme Park \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

660.

101150L1

[Theme Park \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · last AC: 2016-11-03 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

661.

101150K2

[Fair Warning \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · Java 8 (first AC) · Tags: —

[SimB4's solution](#)

662.

101150K1

[Fair Warning \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · last AC: 2016-11-03 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

663.

101150J

[Snapper Chain](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

664.

101150A

[Sum of Consecutive Prime Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

665.

101138G

[LCM-er](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

666.

101138F

[GukiZ Height](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

667.

101138J

[Valentina and the Gift Tree](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

668.

101138K

[The World of Trains](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

669.

101138I

[Prime Moving](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

670.

101138C

[Stickmen](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

671.

101138D

[Strange Queries](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

672.

101138E

[Bravebeart](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

673.

101138B

[Pen Pineapple Apple Pen](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

674.

100263K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

675.

100263F

[Judging Time Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

676.

100263I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

677.

100263B

[Travelling Camera Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

678.

100263L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

679.

100263H

[Password Service](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

680.

100299B

[What does the fox say?](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

681.

100299L

[Bus](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

682.

100299C

[Magical GCD](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

683.

101124A

[The Baguette Master](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

684.

101124D

[Checkmate with Bishop and Knight](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

685.

101124I

[Odd Factor \(64 MB ML!\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

686.

101124H

[Kids' Play](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

687.

101124L

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

688.

101124K

[Average Speed](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

689.

101124C

[Old Chess Sets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

690.

101124M

[A multiplication game](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

691.

101116L

[Sympathetic Tables](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

692.

101116G

[Ground Defense](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

693.

101116K

[Mixing Bowls](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

694.

101116H

[Hunter's Apprentice](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

695.

101116A

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

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

696.

101116J

[Jurisdiction Disenchantment](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

697.

101116I

[Ingenious Lottery Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

698.

101116E

[Election of Evil](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

699.

101116B

[Bulbs](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

700.

100714F

[Finance](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

701.

100714L

[Lanes](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · last AC: 2016-10-05 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

702.

100714I

[Interest Targeting](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

703.

100714K

[KMC Attacks](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

704.

100714D

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

705.

100714A

[Alien Visit](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

706.

100714J

[Joke](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

707.

100714C

[Contest](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

708.

100714H

[Hometask](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

709.

100112G

[Galactic Warlords](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

710.

101059B

[Shift and Push](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

711.

101059A

[Horrible boss](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

712.

101104G

[Decompression](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

713.

101104L

[Sightseeing](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

714.

101104F

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

715.

101104K

[Lucky Light](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

716.

101104J

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

717.

101104B

[Bowling](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

718.

101104E

[The Bavarian Beer Party](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

719.

101104I

[Make it Manhattan](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

720.

101104D

[Digital Friends](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

721.

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

722.

100803E

[Automotive Navigation](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

723.

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

724.

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

725.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

726.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

727.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

728.

100864I

[Infinite Improbability Drive](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

729.

100864L

[Laboratory of ACM](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

730.

100864A

[Agnatic Seniority](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

731.

100864C

[Coding](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

732.

100864F

[Farm](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

733.

100864J

[Jeltz' Torture](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

734.

101095N

[Weird Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

735.

101095Z

[Dance Around The Clock](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

736.

101095K

[Key Task](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

737.

101095B

[Strange Billboard](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

738.

101095R

[Reaux! Sham! Beaux!](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

739.

101095S

[Robotic Sort](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

740.

101095X

[Investing at the Market](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

741.

101095Y

[Get to Work](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

742.

100032H

[Poplars](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

743.

100032L

[Races](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

744.

100032J

[Islands](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

745.

100032A

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

746.

100015D

[Drunken Walk](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

747.

100015H

[Hidden Code](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

748.

100015C

[City Driving](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · last AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

749.

100015B

[Ball Painting](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

750.

100015A

[Another Rock-Paper-Scissors Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

751.

100015F

[Fighting for Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

752.

101047C

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

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

753.

101047F

[Fighting the Rajasi](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

754.

101047G

[Thai Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

755.

101047E

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

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

756.

101047H

[Guarding the Temples](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

757.

101047K

[Training with Phuket's larvae](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

758.

101047M

[Removing coins in Kem Kadrăn](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

759.

101047B

[Renzo and the palindromic decoration](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

760.

101047L

[Putting plates on the tuk-tuks](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

761.

101081D

[Fire Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

762.

101081A

[Card Show](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

763.

101090B

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · Java 8 (first AC) · Tags: —

[SimB4's solution](#)

764.

101090A

[HHPaint](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

765.

101090K

[Parquet](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

766.

101090L

[Closing the Loop](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

767.

101090H

[The Fence](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

768.

101090G

[Pair](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

769.

101090J

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

770.

100610K

[Kitchen Robot](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

771.

100610A

[Alien Communication Masterclass](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

772.

100610E

[Explicit Formula](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

773.

100610D

[Defense of a Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

774.

100610C

[Commuting Functions](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

775.

100379H

[Matches are not toys for children](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

776.

100379J

[Move the \(p, q\)-knight to the corner!](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

777.

100379L

[Game with a string](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

778.

100379E

[Addition in the Fibonacci number system](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

779.

100379G

[Wythoff's game with three piles](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

780.

100379D

[Generalized Fibonacci sequence](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

781.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

782.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

783.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

784.

100286J

[Javanese Cryptoanalysis](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-09 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

785.

100286A

[Aerodynamics](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-09 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

786.

100286I

[iSharp](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-09 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

787.

100286H

[Hell on the Markets](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-09 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

788.

100286B

[Blind Walk](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-09 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

789.

100286G

[Giant Screen](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-09 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

790.

100800C

[Conversation Log](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

791.

100113G

[Pattern Matching](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

792.

100113D

[Compression](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

793.

100113B

[Airlines - 2](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

794.

100113E

[Teach Yourself Pottery](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

795.

100113K

[The Merry Student Life During the Term...](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

796.

100113H

[Roman Cities](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

797.

100113F

[The Young Networker](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

798.

100113C

[Blots on Paper](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

799.

100792B

[Banana Brain's Bracelet](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

800.

100526K

[Key to Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

801.

100526I

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

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

802.

100526E

[Excellent Engineers](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —
[SimB4's solution](#)

803.

100526J

[Jury Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —
[SimB4's solution](#)

804.

100526B

[Button Bashing](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —
[SimB4's solution](#)

805.

100526G

[Growling Gears](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —
[SimB4's solution](#)

806.

100795F

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

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —
[SimB4's solution](#)

807.

100795D

[Gregory the Grasshopper](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —
[SimB4's solution](#)

808.

100795A

[Andrew the Ant](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —
[SimB4's solution](#)

809.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —
[SimB4's solution](#)

810.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —
[SimB4's solution](#)

811.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —
[SimB4's solution](#)

812.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —
[SimB4's solution](#)

813.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

814.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

815.

100685K

[Key to Magica's diary](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

816.

100685E

[Epic Fail of a Genie](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

817.

100685A

[Ariel](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

818.

100685F

[Flood](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

819.

100685I

[Innovative Business](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

820.

100685G

[Gadget Hackwrench](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

821.

100685C

[Cinderella](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

822.

100443F

[Odd and Even Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-01 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

823.

100741K

[\\$n\\$-Way Tie](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

824.

100741A

[Queries](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

825.

100741F

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

826.

100741L

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

827.

100741D

[Xor Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

828.

100735A

[Strong parentheses sequence](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-05 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

829.

100735D

[Triangle Formation](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-05 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

830.

100735E

[Restore](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-05 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

831.

100735B

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

Rating: — · first AC: 2015-09-05 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

832.

100735H

[Words from cubes](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-05 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

833.

100735I

[Yet another A + B](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-05 · Java 7 (first AC) · Tags: —

[SimB4's solution](#)

834.

100735G

[LCS Revised](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-05 · GNU C++11 (first AC) · Tags: —

[SimB4's solution](#)

835.

100342C

[Painting Cottages](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

836.

100342F

[Move to Front](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

837.

100342E

[Minima](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

838.

100342H

[Hard Test](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

839.

100342D

[Dinner Problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-12 · Java 7 (first AC) · Tags: —

[SimB4's solution](#)

840.

100342J

[Triatrip](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

841.

100694K

[Team Rating](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-09 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

842.

100694J

[Ticket Booking](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-09 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

843.

100694D

[Unfair Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-09 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

844.

100694B

[Far Manager](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-09 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

845.

100694E

[SuperHyperMarket](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-09 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

846.

100694A

[Did he drop any good loot?](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-09 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

847.

100694I

[Goat in the Field](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-09 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

848.

100694M

[The Fifth Season](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-09 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

849.

100694H

[Noisy Lecture](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-09 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

850.

100694G

[The Lost Graph](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-09 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

851.

100204C

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

Rating: — · first AC: 2015-06-05 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

852.

100204E

[Strange Limit](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-05 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

853.

100204I

[Bishops on a Toral Board](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-05 · Java 7 (first AC) · Tags: —

[SimB4's solution](#)

854.

100204B

[Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-05 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

855.

100204H

[Oil Deal](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-05 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

856.

100204A

[Nonoptimal Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-05 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

857.

100244F

[A0x015C0](#)

Rating: — · first AC: 2015-05-30 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

858.

100244C

[B>00AD\\$2CT=CÔKCR AC\\$OCt8](#)

Rating: — · first AC: 2015-05-30 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

859.

100244H

[A0x015C\\$AC=0D0 1D4EC40C`BCT@C,,O](#)

Rating: — · first AC: 2015-05-30 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

860.

100244A

[B>D0BQ, @Cä2C=0 BT0C=CCÔ0 AÄ0D\\$0D\\$0](#)

Rating: — · first AC: 2015-05-30 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

861.

100540B

[Ball Stacking](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-21 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

862.

100540J

[Jupiter Attacks!](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-21 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

863.

100540K

[Kings Poker](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-21 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

864.

100540I

[In Braille](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-21 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

865.

100540A

[Army buddies](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-21 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

866.

100497C

[Hopscotch Race](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

867.

100497I

[Barica](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

868.

100497E

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

869.

100497J

[Baza](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

870.

100497K

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

Rating: — · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

871.

100497A

[Dance Floor](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

872.

100497G

[Sum of One-sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

873.

100497B

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

874.

100497H

[Pascal](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

875.

100151B

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

Rating: — · first AC: 2013-10-24 · last AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

876.

100151F

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

877.

100151E

[Berland Chess](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

878.

100151K

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-24 · last AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

879.

100151A

[Bonnie and Clyde](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-24 · last AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

880.

100151C

[Dice Tower](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-24 · last AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

881.

100506B

[Bus Pass](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

882.

100506C

[Cutting Banknotes](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

883.

100506G

[Pachinko](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

884.

100506D

[Dice Password Security](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

885.

100506J

[Stock](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

886.

100506A

[Average distance](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

887.

100503F

[The Monochrome Picture](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

888.

100503K

[Wiki Lists](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

889.

100503D

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

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

890.

100503H

[Annuity Payment Scheme](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

891.

100503G

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

892.

100503A

[Walking around Berhattan](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

893.

100507D

[Zhenya moves from the dormitory](#) · [Tutorial](#)

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

[SimB4's solution](#)

894.

100507H

[Pair: normal and paranormal](#) · [Tutorial](#)

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

[SimB4's solution](#)

895.

100507I

[Traffic Jam in Flower Town](#) · [Tutorial](#)

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

[SimB4's solution](#)

896.

100507G

[The Debut Album](#) · [Tutorial](#)

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

[SimB4's solution](#)

897.

100507L

[Donald is a postman](#) · [Tutorial](#)

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

[SimB4's solution](#)

898.

100507A

[About Grisha N.](#) · [Tutorial](#)

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

[SimB4's solution](#)

899.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

900.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

901.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

902.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

903.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

904.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

905.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

906.

100486F

[Intergalactic Mortgage](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-11 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

907.

100486E

[Invasion](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-11 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

908.

100486J

[Saving the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-11 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

909.

100486H

[Ambiguous Result](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-11 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

910.

100486K

[Who is who's boss?](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-11 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

911.

100486C

[Text Encryption](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-11 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

912.

100486B

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-11 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

913.

100484G

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

914.

100484H

[Advertisement](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

915.

100484C

[Expression](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

916.

100484E

[Lock Manager](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

917.

100484F

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

918.

100484L

[Cow Acrobats](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

919.

100484A

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

920.

100373J

[Sergey and reduction \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-07 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

921.

100373F

[Sergey's columns](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-07 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

922.

100373I

[Sergey and exam](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-07 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

923.

100373H

[Sergey and sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-07 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

924.

100460K

[Epilogue](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-28 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

925.

100460L

[Icy Rider](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-28 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

926.

100460B

[Time of Trial](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-28 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

927.

100460H

[A Ballad about the Tear](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-28 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

928.

100034C

[BD×00BC =](#)

Rating: — · first AC: 2014-07-14 · last AC: 2014-07-14 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

929.

100034G

[AS×01CT1C00D0 ?CäAC´5CD>C\\$0D\\$5C´LC0>D BDÀ](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

930.

100034A

[B5CD0C=BCä@](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

931.

100034D

[AD5D\\$AC=8C' ?D 0Ct4C08C](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

932.

100034F

[A#0C0i8C=8](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

933.

100034B

[AÄ0D AC,,0C0AC=8CR DC :D\\$>D 8C ;D°](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

934.

100034E

[B 80ÄAC BC,,GCÔKCR CCt>D K](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

935.

100200F

[Think Positive](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-26 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

936.

100200B

[Burning Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-26 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

937.

100199G

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-24 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

938.

100199C

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-24 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

939.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-24 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

940.

100199D

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

Rating: — · first AC: 2014-06-24 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

941.

100199A

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-24 · Java 7 (first AC) · Tags: —

[SimB4's solution](#)

942.

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-24 · Java 7 (first AC) · Tags: —

[SimB4's solution](#)

943.

100324B

[Cartesian Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-21 · Java 7 (first AC) · Tags: —

[SimB4's solution](#)

944.

100212C

[Order-Preserving Codes](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-18 · last AC: 2014-06-18 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

945.

100212I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-18 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

946.

100212K

[Unfair Contest](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-18 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

947.

100212F

[The Magic Wheel](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-18 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

948.

100212G

[Cracking SSH](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-18 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

949.

100212D

[More Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-18 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

950.

100212E

[Long Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-18 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

951.

100212A

[The Smart Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-18 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

952.

100285F

[Illegal spices](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-14 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

953.

100285D

[This cheeseburger you don't need](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-14 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

954.

100285B

[The battle near the swamp](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-14 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

955.

100114D

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

956.

100114J

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

957.

100114A

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

958.

100114H

[Milestones](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

959.

100114C

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

960.

100114B

[Island](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

961.

100114G

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

962.

100251H

[A0048Dt5D :C,,5 D BCT@Cd=C€](#)

Rating: — · first AC: 2014-04-12 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

963.

100251F

[A>Dn C\\$0CÄ?C,,@C](#)

Rating: — · first AC: 2014-04-12 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

964.

100251D

[AS0CÄ?C,,@D :C,,9 C 0D :CTBC >C°](#)

Rating: — · first AC: 2014-04-12 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

965.

100251B

[B2C,4C =C,,5](#)

Rating: — · first AC: 2014-04-12 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

966.

100266B

[B1C02C=0](#)

Rating: — · first AC: 2013-11-20 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

967.

100274A

[Faculty Dividing Powers](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

968.

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

969.

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

970.

100248A

[Euro Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-17 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

971.

100248H

[Input](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-17 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

972.

100248F

[Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-17 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

973.

100248I

[DNA](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-17 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)

974.

100119A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: —

[SimB4's solution](#)