

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

<https://cfelitetracker.vercel.app>

# Unique solved — Smaug

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

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

Filters: none

Count: 1,768

1.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Smaug's solution](#)

2.

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Smaug's solution](#)

3.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 800 · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Smaug's solution](#)

4.

1091A

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

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

[Smaug's solution](#)

5.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 800 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Smaug's solution](#)

6.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Smaug's solution](#)

7.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Smaug's solution](#)

8.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Smaug's solution](#)

9.

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Smaug's solution](#)

10.

1043A

[Elections](#) · [Tutorial](#)

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

[Smaug's solution](#)

**11.**

1054A

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

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

[Smaug's solution](#)

**12.**

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: implementation, strings

[Smaug's solution](#)

**13.**

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,316 global accepts · Rating: 800 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Smaug's solution](#)

**14.**

959A

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

Quality: 55,668 global accepts · Rating: 800 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: games, math

[Smaug's solution](#)

**15.**

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: brute force

[Smaug's solution](#)

**16.**

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,234 global accepts · Rating: 800 · first AC: 2018-02-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**17.**

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,708 global accepts · Rating: 800 · first AC: 2018-02-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Smaug's solution](#)

**18.**

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms

[Smaug's solution](#)

**19.**

919A

[Supermarket](#) · [Tutorial](#)

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

[Smaug's solution](#)

**20.**

908A

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

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

[Smaug's solution](#)

**21.**

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,097 global accepts · Rating: 800 · first AC: 2017-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Smaug's solution](#)

**22.**

900A

[Find Extra One](#) · [Tutorial](#)

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

[Smaug's solution](#)

**23.**

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: brute force, dp

[Smaug's solution](#)

**24.**

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**25.**

38A

[Army](#) · [Tutorial](#)

Quality: 26,488 global accepts · Rating: 800 · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**26.**

469A

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

Quality: 121,199 global accepts · Rating: 800 · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: greedy, implementation

[Smaug's solution](#)

**27.**

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**28.**

112A

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

Quality: 287,248 global accepts · Rating: 800 · first AC: 2016-10-12 · last AC: 2017-10-07 · GNU C++11 (first AC) · Tags: implementation, strings

[Smaug's solution](#)

**29.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,248 global accepts · Rating: 800 · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Smaug's solution](#)

**30.**

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,630 global accepts · Rating: 800 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**31.**

859A

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

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[Smaug's solution](#)

**32.**

551A

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

Quality: 17,859 global accepts · Rating: 800 · first AC: 2017-08-13 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[Smaug's solution](#)

**33.**

61A

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

Quality: 136,211 global accepts · Rating: 800 · first AC: 2017-08-10 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**34.**

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: math

[Smaug's solution](#)

**35.**

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,647 global accepts · Rating: 800 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: implementation, strings

[Smaug's solution](#)

**36.**

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,808 global accepts · Rating: 800 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Smaug's solution](#)

**37.**

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**38.**

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-04-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**39.**

791A

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

Quality: 257,213 global accepts · Rating: 800 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**40.**

785A

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

Quality: 110,954 global accepts · Rating: 800 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: implementation, strings

[Smaug's solution](#)

**41.**

782A

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

Rating: 800 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**42.**

764A

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

Quality: 17,100 global accepts · Rating: 800 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Smaug's solution](#)

**43.**

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**44.**

265A

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

Quality: 42,673 global accepts · Rating: 800 · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**45.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,470 global accepts · Rating: 800 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: \*special, implementation

[Smaug's solution](#)

**46.**

760A

[Petr and a calendar](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 800 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: implementation, math

[Smaug's solution](#)

**47.**

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory

[Smaug's solution](#)

**48.**

750A

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

Quality: 92,558 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[Smaug's solution](#)

**49.**

752A

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

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

[Smaug's solution](#)

**50.**

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,085 global accepts · Rating: 800 · first AC: 2016-12-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[Smaug's solution](#)

**51.**

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2016-12-24 · GNU C++11 (first AC) · Tags: brute force, math

[Smaug's solution](#)

**52.**

735A

[Ostap and Grasshopper](#) · [Tutorial](#)

Quality: 13,141 global accepts · Rating: 800 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: implementation, strings

[Smaug's solution](#)

**53.**

734B

[Anton and Digits](#) · [Tutorial](#)

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

[Smaug's solution](#)

**54.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,531 global accepts · Rating: 800 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: implementation, strings

[Smaug's solution](#)

**55.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,836 global accepts · Rating: 800 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Smaug's solution](#)

**56.**

731A

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

Quality: 53,208 global accepts · Rating: 800 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: implementation, strings

[Smaug's solution](#)

**57.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,442 global accepts · Rating: 800 · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: implementation, strings

[Smaug's solution](#)

**58.**

266B

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

Quality: 166,080 global accepts · Rating: 800 · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[Smaug's solution](#)

**59.**

266A

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

Quality: 244,559 global accepts · Rating: 800 · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**60.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,550 global accepts · Rating: 800 · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**61.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,349 global accepts · Rating: 800 · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings

[Smaug's solution](#)

**62.**

723A

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

Quality: 100,714 global accepts · Rating: 800 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[Smaug's solution](#)

**63.**

721A

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

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-09-30 · GNU C++ (first AC) · Tags: implementation

[Smaug's solution](#)

**64.**

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: implementation, math

[Smaug's solution](#)

**65.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,238 global accepts · Rating: 800 · first AC: 2016-09-03 · GNU C++ (first AC) · Tags: implementation

[Smaug's solution](#)

**66.**

711A

[Bus to Udayland](#) · [Tutorial](#)

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

[Smaug's solution](#)

**67.**

546A

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

Quality: 235,202 global accepts · Rating: 800 · first AC: 2016-08-25 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Smaug's solution](#)

**68.**

710A

[King Moves](#) · [Tutorial](#)

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

[Smaug's solution](#)

**69.**

707A

[Brain's Photos](#) · [Tutorial](#)

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

[Smaug's solution](#)

**70.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,093 global accepts · Rating: 800 · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: implementation

[Smaug's solution](#)

**71.**

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,587 global accepts · Rating: 800 · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: implementation

[Smaug's solution](#)

**72.**

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,562 global accepts · Rating: 800 · first AC: 2016-07-31 · GNU C++ (first AC) · Tags: implementation

[Smaug's solution](#)

**73.**

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,018 global accepts · Rating: 800 · first AC: 2016-07-29 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[Smaug's solution](#)

**74.**

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-07-22 · GNU C++ (first AC) · Tags: greedy, implementation

[Smaug's solution](#)

**75.**

486A

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

Quality: 154,145 global accepts · Rating: 800 · first AC: 2016-07-16 · GNU C++ (first AC) · Tags: implementation, math

[Smaug's solution](#)

**76.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,708 global accepts · Rating: 800 · first AC: 2016-07-02 · GNU C++ (first AC) · Tags: greedy, math

[Smaug's solution](#)

**77.**

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,806 global accepts · Rating: 800 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: implementation

[Smaug's solution](#)

**78.**

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,416 global accepts · Rating: 800 · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Smaug's solution](#)

**79.**

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2016-06-20 · GNU C++ (first AC) · Tags: implementation

[Smaug's solution](#)

**80.**

233A

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

Quality: 49,150 global accepts · Rating: 800 · first AC: 2016-06-17 · GNU C++ (first AC) · Tags: implementation, math

[Smaug's solution](#)

**81.**

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2016-06-14 · GNU C++ (first AC) · Tags: implementation

[Smaug's solution](#)

**82.**

678A

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

Quality: 15,164 global accepts · Rating: 800 · first AC: 2016-06-13 · GNU C++ (first AC) · Tags: implementation, math

[Smaug's solution](#)

**83.**

680A

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

Quality: 13,293 global accepts · Rating: 800 · first AC: 2016-06-08 · FPC (first AC) · Tags: constructive algorithms, implementation

[Smaug's solution](#)

**84.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,600 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++ (first AC) · Tags: implementation

[Smaug's solution](#)

**85.**

676A

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

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

[Smaug's solution](#)

**86.**

672A

[Summer Camp](#) · [Tutorial](#)

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

[Smaug's solution](#)

**87.**

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,853 global accepts · Rating: 800 · first AC: 2016-05-08 · FPC (first AC) · Tags: implementation

[Smaug's solution](#)

**88.**

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,673 global accepts · Rating: 800 · first AC: 2016-05-02 · FPC (first AC) · Tags: math, probabilities

[Smaug's solution](#)

**89.**

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: math

[Smaug's solution](#)

**90.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,330 global accepts · Rating: 800 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: implementation

[Smaug's solution](#)

**91.**

144A

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

Quality: 121,409 global accepts · Rating: 800 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: implementation

[Smaug's solution](#)

**92.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,850 global accepts · Rating: 800 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: brute force, math

[Smaug's solution](#)

**93.**

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 800 · first AC: 2016-04-16 · FPC (first AC) · Tags: math, number theory

[Smaug's solution](#)

**94.**

658A

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

Quality: 7,696 global accepts · Rating: 800 · first AC: 2016-03-29 · FPC (first AC) · Tags: implementation

[Smaug's solution](#)

**95.**

629A

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

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

[Smaug's solution](#)

**96.**

630A

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

Quality: 93,511 global accepts · Rating: 800 · first AC: 2016-02-18 · FPC (first AC) · Tags: number theory

[Smaug's solution](#)

**97.**

618A

[Slime Combining](#) · [Tutorial](#)

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

[Smaug's solution](#)

**98.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,127 global accepts · Rating: 800 · first AC: 2016-01-23 · Python 3 (first AC) · Tags: math

[Smaug's solution](#)

**99.**

620A

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

Quality: 14,347 global accepts · Rating: 800 · first AC: 2016-01-21 · FPC (first AC) · Tags: implementation, math

[Smaug's solution](#)

**100.**

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2016-01-08 · FPC (first AC) · Tags: implementation

[Smaug's solution](#)

**101.**

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,424 global accepts · Rating: 800 · first AC: 2015-12-19 · FPC (first AC) · Tags: greedy, implementation, sortings

[Smaug's solution](#)

**102.**

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2015-11-27 · FPC (first AC) · Tags: implementation, math

[Smaug's solution](#)

**103.**

599A

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

Quality: 31,438 global accepts · Rating: 800 · first AC: 2015-11-20 · FPC (first AC) · Tags: implementation

[Smaug's solution](#)

**104.**

595A

[Vitaly and Night](#) · [Tutorial](#)

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

[Smaug's solution](#)

**105.**

1175A

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

Quality: 19,766 global accepts · Rating: 900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Smaug's solution](#)

**106.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[Smaug's solution](#)

**107.**

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Smaug's solution](#)

**108.**

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Smaug's solution](#)

**109.**

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,641 global accepts · Rating: 900 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Smaug's solution](#)

**110.**

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Smaug's solution](#)

**111.**

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Smaug's solution](#)

**112.**

369A

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

Quality: 12,220 global accepts · Rating: 900 · first AC: 2018-05-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Smaug's solution](#)

**113.**

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Smaug's solution](#)

**114.**

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Smaug's solution](#)

**115.**

975A

[Aramic script](#) · [Tutorial](#)

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

[Smaug's solution](#)

**116.**

935B

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

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-20 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**117.**

519A

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

Quality: 20,130 global accepts · Rating: 900 · first AC: 2018-01-25 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**118.**

914A

[Perfect Squares](#) · [Tutorial](#)

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

[Smaug's solution](#)

**119.**

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Smaug's solution](#)

**120.**

913A

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

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

[Smaug's solution](#)

**121.**

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[Smaug's solution](#)

**122.**

870A

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

Quality: 10,787 global accepts · Rating: 900 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**123.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,060 global accepts · Rating: 900 · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: strings

[Smaug's solution](#)

**124.**

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,422 global accepts · Rating: 900 · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: brute force, greedy

[Smaug's solution](#)

**125.**

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: sortings

[Smaug's solution](#)

**126.**

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,478 global accepts · Rating: 900 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Smaug's solution](#)

**127.**

847G

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

Quality: 7,648 global accepts · Rating: 900 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**128.**

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 900 · first AC: 2017-08-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Smaug's solution](#)

**129.**

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**130.**

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**131.**

115A

[Party](#) · [Tutorial](#)

Quality: 43,354 global accepts · Rating: 900 · first AC: 2016-09-22 · last AC: 2017-07-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Smaug's solution](#)

**132.**

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2017-07-19 · GNU C++11 (first AC) · Tags: implementation, math

[Smaug's solution](#)

**133.**

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**134.**

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**135.**

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Smaug's solution](#)

**136.**

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2017-05-21 · GNU C++11 (first AC) · Tags: implementation, math

[Smaug's solution](#)

**137.**

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,559 global accepts · Rating: 900 · first AC: 2017-05-03 · GNU C++11 (first AC) · Tags: math, number theory

[Smaug's solution](#)

**138.**

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 900 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: implementation, math

[Smaug's solution](#)

**139.**

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 900 · first AC: 2017-04-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Smaug's solution](#)

**140.**

776A

[A Serial Killer](#) · [Tutorial](#)

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

[Smaug's solution](#)

**141.**

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-22 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Smaug's solution](#)

**142.**

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-15 · GNU C++11 (first AC) · Tags: implementation, math

[Smaug's solution](#)

**143.**

764B

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

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Smaug's solution](#)

**144.**

747B

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

Quality: 9,641 global accepts · Rating: 900 · first AC: 2016-12-24 · GNU C++11 (first AC) · Tags: implementation, strings

[Smaug's solution](#)

**145.**

745A

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

Quality: 10,988 global accepts · Rating: 900 · first AC: 2016-12-23 · GNU C++11 (first AC) · Tags: implementation, strings

[Smaug's solution](#)

**146.**

738A

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

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

[Smaug's solution](#)

**147.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,647 global accepts · Rating: 900 · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: implementation, strings

[Smaug's solution](#)

**148.**

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,962 global accepts · Rating: 900 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: implementation

[Smaug's solution](#)

**149.**

706A

[Beru-taxi](#) · [Tutorial](#)

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

[Smaug's solution](#)

**150.**

199A

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

Quality: 30,290 global accepts · Rating: 900 · first AC: 2016-08-11 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[Smaug's solution](#)

**151.**

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2016-07-16 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Smaug's solution](#)

**152.**

697A

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

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-07-14 · GNU C++ (first AC) · Tags: implementation, math

[Smaug's solution](#)

**153.**

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2016-07-02 · GNU C++ (first AC) · Tags: implementation

[Smaug's solution](#)

**154.**

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 900 · first AC: 2016-06-22 · GNU C++ (first AC) · Tags: brute force, geometry

[Smaug's solution](#)

**155.**

263B

[Squares](#) · [Tutorial](#)

Quality: 9,780 global accepts · Rating: 900 · first AC: 2016-06-20 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Smaug's solution](#)

**156.**

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: greedy

[Smaug's solution](#)

**157.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,904 global accepts · Rating: 900 · first AC: 2016-06-01 · GNU C++ (first AC) · Tags: greedy

[Smaug's solution](#)

**158.**

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2016-05-08 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Smaug's solution](#)

**159.**

11A

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

Quality: 15,495 global accepts · Rating: 900 · first AC: 2016-05-02 · FPC (first AC) · Tags: constructive algorithms, implementation, math

[Smaug's solution](#)

**160.**

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,103 global accepts · Rating: 900 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: math

[Smaug's solution](#)

**161.**

580A

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

Quality: 104,685 global accepts · Rating: 900 · first AC: 2016-04-11 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[Smaug's solution](#)

**162.**

653A

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

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

[Smaug's solution](#)

**163.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,217 global accepts · Rating: 900 · first AC: 2015-11-13 · last AC: 2016-02-29 · FPC (first AC) · Tags: math

[Smaug's solution](#)

**164.**

556A

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

Quality: 46,391 global accepts · Rating: 900 · first AC: 2016-02-22 · GNU C++ (first AC) · Tags: greedy

[Smaug's solution](#)

**165.**

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2016-02-12 · FPC (first AC) · Tags: implementation

[Smaug's solution](#)

**166.**

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,676 global accepts · Rating: 900 · first AC: 2016-01-31 · FPC (first AC) · Tags: implementation

[Smaug's solution](#)

**167.**

616A

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

Quality: 10,830 global accepts · Rating: 900 · first AC: 2016-01-14 · FPC (first AC) · Tags: implementation, strings

[Smaug's solution](#)

**168.**

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · FPC (first AC) · Tags: implementation

[Smaug's solution](#)

**169.**

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,591 global accepts · Rating: 900 · first AC: 2015-11-02 · FPC (first AC) · Tags: implementation

[Smaug's solution](#)

**170.**

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Smaug's solution](#)

**171.**

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[Smaug's solution](#)

**172.**

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Smaug's solution](#)

**173.**

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: implementation, math

[Smaug's solution](#)

**174.**

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: implementation, strings

[Smaug's solution](#)

**175.**

1054B

[Appending Mex](#) · [Tutorial](#)

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

[Smaug's solution](#)

**176.**

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Smaug's solution](#)

**177.**

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Smaug's solution](#)

**178.**

515A

[Brazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Smaug's solution](#)

**179.**

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Smaug's solution](#)

**180.**

56A

[Bar](#) · [Tutorial](#)

Quality: 9,639 global accepts · Rating: 1000 · first AC: 2018-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Smaug's solution](#)

**181.**

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Smaug's solution](#)

**182.**

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: geometry, sortings

[Smaug's solution](#)

**183.**

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-02-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Smaug's solution](#)

**184.**

284B

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

Quality: 7,365 global accepts · Rating: 1000 · first AC: 2018-01-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**185.**

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[Smaug's solution](#)

**186.**

400A

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

Quality: 6,865 global accepts · Rating: 1000 · first AC: 2017-12-05 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**187.**

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: greedy

[Smaug's solution](#)

**188.**

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[Smaug's solution](#)

**189.**

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,942 global accepts · Rating: 1000 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**190.**

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1000 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**191.**

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**192.**

110C

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

Rating: 1000 · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: implementation, math

[Smaug's solution](#)

**193.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,428 global accepts · Rating: 1000 · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: implementation, strings

[Smaug's solution](#)

**194.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,485 global accepts · Rating: 1000 · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[Smaug's solution](#)

**195.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,796 global accepts · Rating: 1000 · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: brute force, number theory

[Smaug's solution](#)

**196.**

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Smaug's solution](#)

**197.**

560A

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

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: implementation, sortings

[Smaug's solution](#)

**198.**

862A

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

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[Smaug's solution](#)

**199.**

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation, math

[Smaug's solution](#)

**200.**

859B

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

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Smaug's solution](#)

**201.**

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**202.**

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[Smaug's solution](#)

**203.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,992 global accepts · Rating: 1000 · first AC: 2017-08-13 · GNU C++11 (first AC) · Tags: greedy, strings

[Smaug's solution](#)

**204.**

5A

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

Quality: 11,124 global accepts · Rating: 1000 · first AC: 2017-08-13 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**205.**

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1000 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**206.**

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Smaug's solution](#)

**207.**

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**208.**

339B

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

Quality: 81,375 global accepts · Rating: 1000 · first AC: 2017-06-03 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**209.**

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms

[Smaug's solution](#)

**210.**

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms

[Smaug's solution](#)

**211.**

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: greedy, math

[Smaug's solution](#)

**212.**

798A

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

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[Smaug's solution](#)

**213.**

299A

[Ksusha and Array](#) · [Tutorial](#)

Quality: 9,460 global accepts · Rating: 1000 · first AC: 2017-03-24 · GNU C++11 (first AC) · Tags: brute force, number theory, sortings

[Smaug's solution](#)

**214.**

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[Smaug's solution](#)

**215.**

779A

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

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Smaug's solution](#)

**216.**

766B

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

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[Smaug's solution](#)

**217.**

766A

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

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[Smaug's solution](#)

**218.**

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Smaug's solution](#)

**219.**

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Smaug's solution](#)

**220.**

757A

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

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

[Smaug's solution](#)

**221.**

742A

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

Quality: 51,982 global accepts · Rating: 1000 · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Smaug's solution](#)

**222.**

733A

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

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

[Smaug's solution](#)

**223.**

725A

[Jumping Ball](#) · [Tutorial](#)

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

[Smaug's solution](#)

**224.**

732B

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

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

[Smaug's solution](#)

**225.**

727A

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

Quality: 18,024 global accepts · Rating: 1000 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math

[Smaug's solution](#)

**226.**

450A

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

Quality: 44,407 global accepts · Rating: 1000 · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**227.**

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**228.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,266 global accepts · Rating: 1000 · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**229.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,976 global accepts · Rating: 1000 · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: implementation, strings

[Smaug's solution](#)

**230.**

357A

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

Quality: 7,682 global accepts · Rating: 1000 · first AC: 2016-09-05 · GNU C++ (first AC) · Tags: brute force, greedy, implementation  
[Smaug's solution](#)

**231.**

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-12 · last AC: 2016-08-12 · FPC (first AC) · Tags: implementation, math  
[Smaug's solution](#)

**232.**

221A

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

Quality: 16,802 global accepts · Rating: 1000 · first AC: 2016-08-11 · GNU C++ (first AC) · Tags: implementation, math  
[Smaug's solution](#)

**233.**

699A

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

Quality: 18,843 global accepts · Rating: 1000 · first AC: 2016-07-19 · FPC (first AC) · Tags: implementation  
[Smaug's solution](#)

**234.**

691A

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

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2016-07-13 · GNU C++ (first AC) · Tags: implementation  
[Smaug's solution](#)

**235.**

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: constructive algorithms, math  
[Smaug's solution](#)

**236.**

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,022 global accepts · Rating: 1000 · first AC: 2016-06-20 · GNU C++ (first AC) · Tags: implementation  
[Smaug's solution](#)

**237.**

265B

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

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2016-06-20 · GNU C++ (first AC) · Tags: greedy, implementation  
[Smaug's solution](#)

**238.**

680B

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

Quality: 26,243 global accepts · Rating: 1000 · first AC: 2016-06-08 · FPC (first AC) · Tags: constructive algorithms, implementation  
[Smaug's solution](#)

**239.**

672B

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

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2016-05-11 · FPC (first AC) · Tags: constructive algorithms, implementation, strings  
[Smaug's solution](#)

**240.**

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-08 · GNU C++ (first AC) · Tags: implementation  
[Smaug's solution](#)

**241.**

669B

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

Rating: 1000 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: —

[Smaug's solution](#)

**242.**

500A

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

Quality: 62,694 global accepts · Rating: 1000 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[Smaug's solution](#)

**243.**

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2016-04-08 · FPC (first AC) · Tags: implementation

[Smaug's solution](#)

**244.**

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-04-07 · FPC (first AC) · Tags: \*special, constructive algorithms

[Smaug's solution](#)

**245.**

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2016-03-25 · last AC: 2016-04-05 · GNU C++ (first AC) · Tags: sortings

[Smaug's solution](#)

**246.**

637A

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

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-04-01 · FPC (first AC) · Tags: \*special, constructive algorithms, implementation

[Smaug's solution](#)

**247.**

659A

[Round House](#) · [Tutorial](#)

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

[Smaug's solution](#)

**248.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,217 global accepts · Rating: 1000 · first AC: 2016-02-24 · GNU C++ (first AC) · Tags: math

[Smaug's solution](#)

**249.**

628A

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

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

[Smaug's solution](#)

**250.**

626A

[Robot Sequence](#) · [Tutorial](#)

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

[Smaug's solution](#)

**251.**

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-21 · FPC (first AC) · Tags: implementation

[Smaug's solution](#)

**252.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-01-14 · FPC (first AC) · Tags: games, greedy

[Smaug's solution](#)

**253.**

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,555 global accepts · Rating: 1000 · first AC: 2015-12-29 · FPC (first AC) · Tags: combinatorics, math

[Smaug's solution](#)

**254.**

608A

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

Quality: 9,916 global accepts · Rating: 1000 · first AC: 2015-12-24 · FPC (first AC) · Tags: implementation, math

[Smaug's solution](#)

**255.**

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-03 · FPC (first AC) · Tags: implementation

[Smaug's solution](#)

**256.**

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**257.**

1033B

[Square Difference](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Smaug's solution](#)

**258.**

1038B

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

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Smaug's solution](#)

**259.**

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Smaug's solution](#)

**260.**

975B

[Mancala](#) · [Tutorial](#)

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

[Smaug's solution](#)

**261.**

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[Smaug's solution](#)

**262.**

519B

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

Quality: 43,710 global accepts · Rating: 1100 · first AC: 2018-01-25 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[Smaug's solution](#)

**263.**

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**264.**

402A

[Nuts](#) · [Tutorial](#)

Quality: 4,879 global accepts · Rating: 1100 · first AC: 2017-12-25 · GNU C++11 (first AC) · Tags: greedy, math

[Smaug's solution](#)

**265.**

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[Smaug's solution](#)

**266.**

522B

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

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: \*special, data structures, dp, implementation

[Smaug's solution](#)

**267.**

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2017-12-08 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**268.**

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2017-12-08 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**269.**

122C

[Lucky Sum](#) · [Tutorial](#)

Rating: 1100 · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: brute force, math

[Smaug's solution](#)

**270.**

120C

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

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: implementation, math

[Smaug's solution](#)

**271.**

103A

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

Quality: 6,573 global accepts · Rating: 1100 · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Smaug's solution](#)

**272.**

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2016-10-13 · last AC: 2017-11-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[Smaug's solution](#)

**273.**

706B

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

Quality: 84,452 global accepts · Rating: 1100 · first AC: 2016-08-11 · last AC: 2017-11-04 · GNU C++ (first AC) · Tags: binary search, dp, implementation

[Smaug's solution](#)

**274.**

877A

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

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

[Smaug's solution](#)

**275.**

196A

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

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: greedy, strings

[Smaug's solution](#)

**276.**

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,976 global accepts · Rating: 1100 · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**277.**

365B

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

Quality: 15,370 global accepts · Rating: 1100 · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**278.**

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: greedy

[Smaug's solution](#)

**279.**

869A

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

Quality: 9,796 global accepts · Rating: 1100 · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**280.**

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2016-09-08 · last AC: 2017-09-16 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**281.**

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[Smaug's solution](#)

**282.**

289A

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

Quality: 10,327 global accepts · Rating: 1100 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**283.**

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2017-08-31 · GNU C++11 (first AC) · Tags: implementation, sortings

[Smaug's solution](#)

**284.**

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 1100 · first AC: 2017-08-27 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**285.**

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,187 global accepts · Rating: 1100 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: games, math

[Smaug's solution](#)

**286.**

467B

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

Quality: 42,852 global accepts · Rating: 1100 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Smaug's solution](#)

**287.**

505A

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

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2017-08-13 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Smaug's solution](#)

**288.**

285A

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

Quality: 14,138 global accepts · Rating: 1100 · first AC: 2016-04-07 · last AC: 2017-08-11 · FPC (first AC) · Tags: greedy, implementation

[Smaug's solution](#)

**289.**

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: greedy

[Smaug's solution](#)

**290.**

834B

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

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[Smaug's solution](#)

**291.**

296A

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

Quality: 26,039 global accepts · Rating: 1100 · first AC: 2017-06-09 · GNU C++11 (first AC) · Tags: greedy, math

[Smaug's solution](#)

**292.**

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,728 global accepts · Rating: 1100 · first AC: 2017-06-08 · GNU C++11 (first AC) · Tags: greedy, implementation

[Smaug's solution](#)

**293.**

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2017-06-03 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Smaug's solution](#)

**294.**

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2017-06-03 · GNU C++11 (first AC) · Tags: greedy, math

[Smaug's solution](#)

**295.**

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2017-04-19 · GNU C++11 (first AC) · Tags: brute force

[Smaug's solution](#)

**296.**

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,886 global accepts · Rating: 1100 · first AC: 2017-04-19 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Smaug's solution](#)

**297.**

789A

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

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-03-30 · GNU C++11 (first AC) · Tags: implementation, math

[Smaug's solution](#)

**298.**

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: implementation, sortings

[Smaug's solution](#)

**299.**

785B

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

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: greedy, sortings

[Smaug's solution](#)

**300.**

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: brute force, greedy

[Smaug's solution](#)

**301.**

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-15 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[Smaug's solution](#)

**302.**

754B

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

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**303.**

433A

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

Quality: 17,890 global accepts · Rating: 1100 · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**304.**

363B

[Fence](#) · [Tutorial](#)

Quality: 67,073 global accepts · Rating: 1100 · first AC: 2017-01-24 · GNU C++11 (first AC) · Tags: brute force, dp

[Smaug's solution](#)

**305.**

755B

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

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

[Smaug's solution](#)

**306.**

501B

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

Quality: 19,423 global accepts · Rating: 1100 · first AC: 2017-01-11 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

[Smaug's solution](#)

**307.**

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

[Smaug's solution](#)

**308.**

733B

[Parade](#) · [Tutorial](#)

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

[Smaug's solution](#)

**309.**

731B

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

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

[Smaug's solution](#)

**310.**

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,886 global accepts · Rating: 1100 · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[Smaug's solution](#)

**311.**

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Smaug's solution](#)

**312.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,502 global accepts · Rating: 1100 · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: dp, implementation

[Smaug's solution](#)

**313.**

723B

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

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings

[Smaug's solution](#)

**314.**

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

[Smaug's solution](#)

**315.**

719A

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

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**316.**

714A

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

Quality: 11,145 global accepts · Rating: 1100 · first AC: 2016-09-13 · GNU C++ (first AC) · Tags: implementation, math

[Smaug's solution](#)

**317.**

712B

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

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: implementation, strings

[Smaug's solution](#)

**318.**

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-04-07 · last AC: 2016-09-09 · FPC (first AC) · Tags: dp, greedy, implementation,

math

[Smaug's solution](#)

**319.**

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2016-09-03 · GNU C++ (first AC) · Tags: data structures, implementation

[Smaug's solution](#)

**320.**

368B

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

Quality: 49,900 global accepts · Rating: 1100 · first AC: 2016-08-23 · GNU C++ (first AC) · Tags: data structures, dp

[Smaug's solution](#)

**321.**

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: games, math

[Smaug's solution](#)

**322.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,829 global accepts · Rating: 1100 · first AC: 2016-07-16 · GNU C++ (first AC) · Tags: \*special, greedy, implementation

[Smaug's solution](#)

**323.**

686B

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

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings

[Smaug's solution](#)

**324.**

6B

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

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2016-06-22 · GNU C++ (first AC) · Tags: implementation

[Smaug's solution](#)

**325.**

682A

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

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2016-06-18 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[Smaug's solution](#)

**326.**

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-16 · GNU C++ (first AC) · Tags: math

[Smaug's solution](#)

**327.**

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2016-04-29 · FPC (first AC) · Tags: geometry, math

[Smaug's solution](#)

**328.**

667B

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

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2016-04-29 · FPC (first AC) · Tags: constructive algorithms, geometry

[Smaug's solution](#)

**329.**

638A

[Home Numbers](#) · [Tutorial](#)

Quality: 4,374 global accepts · Rating: 1100 · first AC: 2016-04-07 · FPC (first AC) · Tags: \*special, constructive algorithms, math  
[Smaug's solution](#)

**330.**

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-25 · last AC: 2016-02-29 · FPC (first AC) · Tags: greedy, implementation  
[Smaug's solution](#)

**331.**

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-29 · GNU C++ (first AC) · Tags: brute force, math, number theory  
[Smaug's solution](#)

**332.**

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2016-02-05 · last AC: 2016-02-24 · FPC (first AC) · Tags: greedy, sortings  
[Smaug's solution](#)

**333.**

629B

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

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-20 · FPC (first AC) · Tags: brute force  
[Smaug's solution](#)

**334.**

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-18 · FPC (first AC) · Tags: math  
[Smaug's solution](#)

**335.**

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1100 · first AC: 2016-02-18 · FPC (first AC) · Tags: math, number theory  
[Smaug's solution](#)

**336.**

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,917 global accepts · Rating: 1100 · first AC: 2016-02-18 · FPC (first AC) · Tags: combinatorics, math  
[Smaug's solution](#)

**337.**

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-01-29 · FPC (first AC) · Tags: constructive algorithms  
[Smaug's solution](#)

**338.**

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2015-12-19 · FPC (first AC) · Tags: constructive algorithms, implementation  
[Smaug's solution](#)

**339.**

596A

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

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-25 · FPC (first AC) · Tags: geometry, implementation  
[Smaug's solution](#)

**340.**

592B

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

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2015-11-03 · FPC (first AC) · Tags: math

[Smaug's solution](#)

**341.**

1184A1

[Heidi Learns Hashing \(Easy\) · Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Smaug's solution](#)

**342.**

1149A

[Prefix Sum Primes · Tutorial](#)

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

[Smaug's solution](#)

**343.**

1091B

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

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

[Smaug's solution](#)

**344.**

1076B

[Divisor Subtraction · Tutorial](#)

Quality: 14,589 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Smaug's solution](#)

**345.**

1076A

[Minimizing the String · Tutorial](#)

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Smaug's solution](#)

**346.**

1043B

[Lost Array · Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**347.**

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

[Smaug's solution](#)

**348.**

985B

[Switches and Lamps · Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Smaug's solution](#)

**349.**

982A

[Row · Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Smaug's solution](#)

**350.**

960A

[Check the string · Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Smaug's solution](#)

**351.**

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: dsu, greedy, implementation  
[Smaug's solution](#)

**352.**

928A

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

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: \*special, strings  
[Smaug's solution](#)

**353.**

940A

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

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings  
[Smaug's solution](#)

**354.**

914B

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

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

**355.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees  
[Smaug's solution](#)

**356.**

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation  
[Smaug's solution](#)

**357.**

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation  
[Smaug's solution](#)

**358.**

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy  
[Smaug's solution](#)

**359.**

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2017-12-18 · GNU C++11 (first AC) · Tags: implementation  
[Smaug's solution](#)

**360.**

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,637 global accepts · Rating: 1200 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: greedy  
[Smaug's solution](#)

**361.**

366B

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

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2017-12-08 · GNU C++11 (first AC) · Tags: brute force, implementation  
[Smaug's solution](#)

**362.**

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: implementation, math

[Smaug's solution](#)

**363.**

400B

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

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2017-12-05 · GNU C++11 (first AC) · Tags: brute force, implementation, schedules

[Smaug's solution](#)

**364.**

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2017-11-21 · GNU C++11 (first AC) · Tags: data structures, implementation

[Smaug's solution](#)

**365.**

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,985 global accepts · Rating: 1200 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[Smaug's solution](#)

**366.**

177D1

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

Quality: 2,731 global accepts · Rating: 1200 · first AC: 2017-11-07 · GNU C++11 (first AC) · Tags: brute force

[Smaug's solution](#)

**367.**

48B

[Land Lot](#) · [Tutorial](#)

Quality: 3,042 global accepts · Rating: 1200 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**368.**

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: brute force

[Smaug's solution](#)

**369.**

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1200 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: implementation, number theory

[Smaug's solution](#)

**370.**

102C

[Homework](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: greedy

[Smaug's solution](#)

**371.**

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 1200 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: \*special, binary search, constructive algorithms, data structures, sortings

[Smaug's solution](#)

**372.**

483C

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

Rating: 1200 · first AC: 2017-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Smaug's solution](#)

**373.**

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: brute force, math

[Smaug's solution](#)

**374.**

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Quality: 1200 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**375.**

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: greedy, sortings

[Smaug's solution](#)

**376.**

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,938 global accepts · Rating: 1200 · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[Smaug's solution](#)

**377.**

208D

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

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2017-10-08 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**378.**

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: greedy, math

[Smaug's solution](#)

**379.**

854B

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

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Smaug's solution](#)

**380.**

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-03-31 · last AC: 2017-08-15 · GNU C++ (first AC) · Tags: greedy, implementation

[Smaug's solution](#)

**381.**

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**382.**

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Smaug's solution](#)

**383.**

342A

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

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2017-06-09 · GNU C++11 (first AC) · Tags: greedy, implementation

[Smaug's solution](#)

**384.**

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2017-06-09 · GNU C++11 (first AC) · Tags: math

[Smaug's solution](#)

**385.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,340 global accepts · Rating: 1200 · first AC: 2017-06-08 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Smaug's solution](#)

**386.**

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms

[Smaug's solution](#)

**387.**

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2017-04-03 · GNU C++11 (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees

[Smaug's solution](#)

**388.**

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-03-24 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Smaug's solution](#)

**389.**

445A

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

Quality: 33,667 global accepts · Rating: 1200 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: dfs and similar, implementation

[Smaug's solution](#)

**390.**

779C

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

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Smaug's solution](#)

**391.**

776B

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

Quality: 25,729 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[Smaug's solution](#)

**392.**

754A

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

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2017-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Smaug's solution](#)

**393.**

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-15 · GNU C++11 (first AC) · Tags: math

[Smaug's solution](#)

**394.**

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Smaug's solution](#)

**395.**

433B

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

Quality: 53,863 global accepts · Rating: 1200 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: dp, implementation, sortings

[Smaug's solution](#)

**396.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,738 global accepts · Rating: 1200 · first AC: 2017-01-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[Smaug's solution](#)

**397.**

639A

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

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2017-01-11 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**398.**

749B

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

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry

[Smaug's solution](#)

**399.**

743B

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

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[Smaug's solution](#)

**400.**

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Smaug's solution](#)

**401.**

439B

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

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: implementation, sortings

[Smaug's solution](#)

**402.**

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

[Smaug's solution](#)

**403.**

738B

[Spotlights](#) · [Tutorial](#)

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

[Smaug's solution](#)

**404.**

725B

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

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

[Smaug's solution](#)

**405.**

732C

[Sanatorium](#) · [Tutorial](#)

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

[Smaug's solution](#)

**406.**

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2016-10-13 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Smaug's solution](#)

**407.**

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2015-12-10 · last AC: 2016-10-13 · FPC (first AC) · Tags: implementation

[Smaug's solution](#)

**408.**

454B

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

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**409.**

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: implementation, strings

[Smaug's solution](#)

**410.**

714B

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

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-13 · GNU C++ (first AC) · Tags: implementation, sortings

[Smaug's solution](#)

**411.**

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: implementation, sortings

[Smaug's solution](#)

**412.**

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2016-08-25 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, sortings

[Smaug's solution](#)

**413.**

709C

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

Rating: 1200 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: greedy, strings

[Smaug's solution](#)

**414.**

285C

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

Quality: 26,334 global accepts · Rating: 1200 · first AC: 2016-08-19 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Smaug's solution](#)

**415.**

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2016-08-17 · GNU C++ (first AC) · Tags: constructive algorithms

[Smaug's solution](#)

**416.**

492B

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

Quality: 90,189 global accepts · Rating: 1200 · first AC: 2016-07-31 · GNU C++ (first AC) · Tags: binary search, implementation, math, sortings

[Smaug's solution](#)

**417.**

701B

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

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2016-07-22 · GNU C++ (first AC) · Tags: data structures, math

[Smaug's solution](#)

**418.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,021 global accepts · Rating: 1200 · first AC: 2016-07-16 · GNU C++ (first AC) · Tags: implementation

[Smaug's solution](#)

**419.**

459A

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

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2016-06-22 · GNU C++ (first AC) · Tags: implementation

[Smaug's solution](#)

**420.**

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1200 · first AC: 2016-06-22 · GNU C++ (first AC) · Tags: greedy, two pointers

[Smaug's solution](#)

**421.**

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2016-06-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Smaug's solution](#)

**422.**

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,834 global accepts · Rating: 1200 · first AC: 2016-06-21 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math, strings

[Smaug's solution](#)

**423.**

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2016-06-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Smaug's solution](#)

**424.**

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2016-06-19 · GNU C++ (first AC) · Tags: implementation, strings

[Smaug's solution](#)

**425.**

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-18 · GNU C++ (first AC) · Tags: sortings

[Smaug's solution](#)

**426.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,905 global accepts · Rating: 1200 · first AC: 2016-06-01 · FPC (first AC) · Tags: brute force, dp, implementation

[Smaug's solution](#)

**427.**

9C

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

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2016-05-02 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Smaug's solution](#)

**428.**

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,296 global accepts · Rating: 1200 · first AC: 2016-04-08 · FPC (first AC) · Tags: greedy, implementation, math, number theory

[Smaug's solution](#)

**429.**

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-04-07 · FPC (first AC) · Tags: greedy, sortings

[Smaug's solution](#)

**430.**

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-04-01 · FPC (first AC) · Tags: constructive algorithms, implementation

[Smaug's solution](#)

**431.**

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-02-18 · FPC (first AC) · Tags: games, math

[Smaug's solution](#)

**432.**

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: math

[Smaug's solution](#)

**433.**

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2016-02-07 · FPC (first AC) · Tags: constructive algorithms, greedy, strings

[Smaug's solution](#)

**434.**

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2015-12-25 · FPC (first AC) · Tags: implementation, math

[Smaug's solution](#)

**435.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Smaug's solution](#)

**436.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,678 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Smaug's solution](#)

**437.**

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Smaug's solution](#)

**438.**

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Smaug's solution](#)

**439.**

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings  
[Smaug's solution](#)

**440.**

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[Smaug's solution](#)

**441.**

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[Smaug's solution](#)

**442.**

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Smaug's solution](#)

**443.**

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,813 global accepts · Rating: 1300 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: greedy, sortings  
[Smaug's solution](#)

**444.**

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: brute force, implementation  
[Smaug's solution](#)

**445.**

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[Smaug's solution](#)

**446.**

515B

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory  
[Smaug's solution](#)

**447.**

982B

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

Quality: 8,948 global accepts · Rating: 1300 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation  
[Smaug's solution](#)

**448.**

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: greedy, implementation  
[Smaug's solution](#)

**449.**

929B

[A&D&B&C 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: \*special, implementation

[Smaug's solution](#)

**450.**

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**451.**

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar

[Smaug's solution](#)

**452.**

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**453.**

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: brute force

[Smaug's solution](#)

**454.**

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**455.**

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Smaug's solution](#)

**456.**

899C

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

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[Smaug's solution](#)

**457.**

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2017-12-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[Smaug's solution](#)

**458.**

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[Smaug's solution](#)

**459.**

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[Smaug's solution](#)

**460.**

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: math, number theory

[Smaug's solution](#)

**461.**

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2017-12-08 · GNU C++11 (first AC) · Tags: implementation, sortings

[Smaug's solution](#)

**462.**

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: implementation, sortings

[Smaug's solution](#)

**463.**

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,270 global accepts · Rating: 1300 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[Smaug's solution](#)

**464.**

41C

[Email address](#) · [Tutorial](#)

Quality: 4,195 global accepts · Rating: 1300 · first AC: 2017-11-21 · GNU C++11 (first AC) · Tags: expression parsing, implementation

[Smaug's solution](#)

**465.**

886C

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

Quality: 5,676 global accepts · Rating: 1300 · first AC: 2017-11-13 · GNU C++11 (first AC) · Tags: dsu, greedy, implementation, trees

[Smaug's solution](#)

**466.**

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: \*special, brute force, number theory

[Smaug's solution](#)

**467.**

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: expression parsing, implementation, sortings, strings

[Smaug's solution](#)

**468.**

876B

[Divisibility of Differences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Smaug's solution](#)

**469.**

43C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1300 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: greedy

[Smaug's solution](#)

**470.**

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**471.**

186C

[Plant](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: dp, math, matrices, number theory

[Smaug's solution](#)

**472.**

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Smaug's solution](#)

**473.**

872C

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

Rating: 1300 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[Smaug's solution](#)

**474.**

574C

[Bear and Poker](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-10-13 · GNU C++11 (first AC) · Tags: math, number theory

[Smaug's solution](#)

**475.**

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: —

[Smaug's solution](#)

**476.**

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: greedy, math, strings

[Smaug's solution](#)

**477.**

96B

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

Quality: 19,107 global accepts · Rating: 1300 · first AC: 2017-10-04 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force

[Smaug's solution](#)

**478.**

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[Smaug's solution](#)

**479.**

862B

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

Quality: 25,650 global accepts · Rating: 1300 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Smaug's solution](#)

**480.**

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,343 global accepts · Rating: 1300 · first AC: 2017-09-13 · GNU C++11 (first AC) · Tags: binary search, combinatorics, two pointers

[Smaug's solution](#)

**481.**

221C

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

Rating: 1300 · first AC: 2017-08-31 · GNU C++11 (first AC) · Tags: sortings

[Smaug's solution](#)

**482.**

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: combinatorics, math

[Smaug's solution](#)

**483.**

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2017-02-01 · last AC: 2017-08-19 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation

[Smaug's solution](#)

**484.**

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2017-08-19 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Smaug's solution](#)

**485.**

841C

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

Rating: 1300 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: greedy

[Smaug's solution](#)

**486.**

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2017-08-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Smaug's solution](#)

**487.**

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 1300 · first AC: 2017-08-15 · GNU C++11 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Smaug's solution](#)

**488.**

476B

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

Quality: 37,027 global accepts · Rating: 1300 · first AC: 2017-01-25 · last AC: 2017-08-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[Smaug's solution](#)

**489.**

276B

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

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2017-08-05 · GNU C++11 (first AC) · Tags: games, greedy

[Smaug's solution](#)

**490.**

234C

[Weather](#) · [Tutorial](#)

Quality: 5,947 global accepts · Rating: 1300 · first AC: 2017-07-20 · GNU C++11 (first AC) · Tags: dp, implementation

[Smaug's solution](#)

**491.**

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**492.**

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, math

[Smaug's solution](#)

**493.**

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: brute force, math

[Smaug's solution](#)

**494.**

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,873 global accepts · Rating: 1300 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[Smaug's solution](#)

**495.**

462B

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

Quality: 15,565 global accepts · Rating: 1300 · first AC: 2017-06-09 · GNU C++11 (first AC) · Tags: greedy

[Smaug's solution](#)

**496.**

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms

[Smaug's solution](#)

**497.**

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2017-05-21 · GNU C++11 (first AC) · Tags: greedy, sortings

[Smaug's solution](#)

**498.**

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,210 global accepts · Rating: 1300 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: brute force, dp, strings

[Smaug's solution](#)

**499.**

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-19 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**500.**

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**501.**

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-03-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Smaug's solution](#)

**502.**

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,166 global accepts · Rating: 1300 · first AC: 2017-03-06 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[Smaug's solution](#)

**503.**

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**504.**

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[Smaug's solution](#)

**505.**

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees  
[Smaug's solution](#)

**506.**

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: geometry, implementation  
[Smaug's solution](#)

**507.**

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  
[Smaug's solution](#)

**508.**

611B

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

Quality: 11,065 global accepts · Rating: 1300 · first AC: 2016-10-13 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation  
[Smaug's solution](#)

**509.**

450B

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

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: implementation, math  
[Smaug's solution](#)

**510.**

545D

[Queue](#) · [Tutorial](#)

Quality: 29,518 global accepts · Rating: 1300 · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
[Smaug's solution](#)

**511.**

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: implementation, math, number theory  
[Smaug's solution](#)

**512.**

519C

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

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory  
[Smaug's solution](#)

**513.**

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: brute force, implementation  
[Smaug's solution](#)

**514.**

4C

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

Quality: 108,149 global accepts · Rating: 1300 · first AC: 2016-08-29 · GNU C++ (first AC) · Tags: data structures, hashing, implementation

[Smaug's solution](#)

**515.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,879 global accepts · Rating: 1300 · first AC: 2016-08-23 · GNU C++ (first AC) · Tags: brute force, dp

[Smaug's solution](#)

**516.**

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: graphs

[Smaug's solution](#)

**517.**

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,872 global accepts · Rating: 1300 · first AC: 2016-08-11 · GNU C++ (first AC) · Tags: implementation, sortings

[Smaug's solution](#)

**518.**

221B

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

Quality: 4,909 global accepts · Rating: 1300 · first AC: 2016-08-11 · GNU C++ (first AC) · Tags: implementation

[Smaug's solution](#)

**519.**

220A

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

Quality: 13,118 global accepts · Rating: 1300 · first AC: 2016-08-11 · GNU C++ (first AC) · Tags: implementation, sortings

[Smaug's solution](#)

**520.**

459B

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

Quality: 47,490 global accepts · Rating: 1300 · first AC: 2016-06-22 · GNU C++ (first AC) · Tags: combinatorics, implementation, sortings

[Smaug's solution](#)

**521.**

681B

[Economy Game](#) · [Tutorial](#)

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

[Smaug's solution](#)

**522.**

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: math

[Smaug's solution](#)

**523.**

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,262 global accepts · Rating: 1300 · first AC: 2016-06-01 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Smaug's solution](#)

**524.**

673B

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

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2016-05-08 · FPC (first AC) · Tags: greedy, implementation

[Smaug's solution](#)

**525.**

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2016-04-21 · FPC (first AC) · Tags: dp, greedy, strings

[Smaug's solution](#)

**526.**

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-04-01 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[Smaug's solution](#)

**527.**

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-04-01 · FPC (first AC) · Tags: brute force, dfs and similar, dp, strings

[Smaug's solution](#)

**528.**

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-29 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Smaug's solution](#)

**529.**

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2016-02-19 · FPC (first AC) · Tags: dp

[Smaug's solution](#)

**530.**

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2016-02-19 · FPC (first AC) · Tags: greedy, strings

[Smaug's solution](#)

**531.**

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-02-08 · FPC (first AC) · Tags: constructive algorithms, implementation

[Smaug's solution](#)

**532.**

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 1300 · first AC: 2016-01-23 · FPC (first AC) · Tags: combinatorics

[Smaug's solution](#)

**533.**

56B

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

Quality: 4,024 global accepts · Rating: 1300 · first AC: 2016-01-04 · FPC (first AC) · Tags: implementation

[Smaug's solution](#)

**534.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,825 global accepts · Rating: 1300 · first AC: 2016-01-03 · FPC (first AC) · Tags: binary search, implementation, math, number theory

[Smaug's solution](#)

**535.**

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2016-01-02 · FPC (first AC) · Tags: constructive algorithms, implementation

[Smaug's solution](#)

**536.**

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2015-12-25 · FPC (first AC) · Tags: brute force, implementation, strings

[Smaug's solution](#)

**537.**

136C

[Replacement](#) · [Tutorial](#)

Rating: 1300 · first AC: 2015-11-19 · FPC (first AC) · Tags: greedy, implementation, sortings

[Smaug's solution](#)

**538.**

296C

[Greg and Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[Smaug's solution](#)

**539.**

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Smaug's solution](#)

**540.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,594 global accepts · Rating: 1400 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Smaug's solution](#)

**541.**

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Smaug's solution](#)

**542.**

1091C

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

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

[Smaug's solution](#)

**543.**

1046F

[Splitting money](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 1400 · first AC: 2018-10-29 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**544.**

1046C

[Space Formula](#) · [Tutorial](#)

Quality: 3,356 global accepts · Rating: 1400 · first AC: 2018-10-29 · GNU C++11 (first AC) · Tags: greedy

[Smaug's solution](#)

**545.**

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: data structures, implementation

[Smaug's solution](#)

**546.**

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Smaug's solution](#)

**547.**

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[Smaug's solution](#)

**548.**

369B

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Smaug's solution](#)

**549.**

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,708 global accepts · Rating: 1400 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Smaug's solution](#)

**550.**

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[Smaug's solution](#)

**551.**

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Smaug's solution](#)

**552.**

929A

[A to C](#) · [Tutorial](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: \*special, greedy, implementation

[Smaug's solution](#)

**553.**

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: \*special, dp

[Smaug's solution](#)

**554.**

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: dp, greedy

[Smaug's solution](#)

**555.**

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[Smaug's solution](#)

**556.**

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[Smaug's solution](#)

**557.**

284A

[Cows and Primitive Roots](#) · [Tutorial](#)

Quality: 7,346 global accepts · Rating: 1400 · first AC: 2018-01-01 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Smaug's solution](#)

**558.**

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,685 global accepts · Rating: 1400 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: geometry, math

[Smaug's solution](#)

**559.**

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,908 global accepts · Rating: 1400 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Smaug's solution](#)

**560.**

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Smaug's solution](#)

**561.**

402B

[Trees in a Row](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1400 · first AC: 2017-12-25 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**562.**

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,792 global accepts · Rating: 1400 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: implementation, strings

[Smaug's solution](#)

**563.**

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2017-12-13 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**564.**

505B

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

Quality: 14,981 global accepts · Rating: 1400 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs

[Smaug's solution](#)

**565.**

475B

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

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2017-12-01 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Smaug's solution](#)

**566.**

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2017-11-24 · GNU C++11 (first AC) · Tags: greedy, sortings

[Smaug's solution](#)

**567.**

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-07-20 · last AC: 2017-11-15 · GNU C++ (first AC) · Tags: brute force, dp

[Smaug's solution](#)

**568.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,432 global accepts · Rating: 1400 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[Smaug's solution](#)

**569.**

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[Smaug's solution](#)

**570.**

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2017-11-08 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, games

[Smaug's solution](#)

**571.**

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: brute force, combinatorics, implementation

[Smaug's solution](#)

**572.**

41B

[Martian Dollar](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: brute force

[Smaug's solution](#)

**573.**

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: brute force

[Smaug's solution](#)

**574.**

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: \*special, greedy

[Smaug's solution](#)

**575.**

417C

[Football](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 1400 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[Smaug's solution](#)

**576.**

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,942 global accepts · Rating: 1400 · first AC: 2017-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Smaug's solution](#)

**577.**

479C

[Exams](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1400 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: greedy, sortings

[Smaug's solution](#)

**578.**

131C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: combinatorics, math

[Smaug's solution](#)

**579.**

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: greedy

[Smaug's solution](#)

**580.**

44E

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

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**581.**

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[Smaug's solution](#)

**582.**

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: data structures, implementation

[Smaug's solution](#)

**583.**

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1400 · first AC: 2017-10-11 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, math, strings

[Smaug's solution](#)

**584.**

867B

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

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

[Smaug's solution](#)

**585.**

277A

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

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu

[Smaug's solution](#)

**586.**

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[Smaug's solution](#)

**587.**

26B

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

Quality: 25,854 global accepts · Rating: 1400 · first AC: 2017-09-12 · GNU C++11 (first AC) · Tags: greedy

[Smaug's solution](#)

**588.**

844C

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

Rating: 1400 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: dfs and similar, math

[Smaug's solution](#)

**589.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1400 · first AC: 2017-01-25 · last AC: 2017-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Smaug's solution](#)

**590.**

489C

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

Quality: 51,680 global accepts · Rating: 1400 · first AC: 2017-01-24 · last AC: 2017-08-10 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[Smaug's solution](#)

**591.**

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1400 · first AC: 2017-08-07 · GNU C++11 (first AC) · Tags: games, math, number theory

[Smaug's solution](#)

**592.**

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2017-07-22 · GNU C++11 (first AC) · Tags: dp, greedy, trees

[Smaug's solution](#)

**593.**

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2017-07-21 · GNU C++11 (first AC) · Tags: math, number theory

[Smaug's solution](#)

**594.**

253B

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

Quality: 12,373 global accepts · Rating: 1400 · first AC: 2017-07-20 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers

[Smaug's solution](#)

**595.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,181 global accepts · Rating: 1400 · first AC: 2016-06-01 · last AC: 2017-07-19 · FPC (first AC) · Tags: combinatorics, dp, number theory

[Smaug's solution](#)

**596.**

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,991 global accepts · Rating: 1400 · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[Smaug's solution](#)

**597.**

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Smaug's solution](#)

**598.**

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,375 global accepts · Rating: 1400 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Smaug's solution](#)

**599.**

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,586 global accepts · Rating: 1400 · first AC: 2017-06-09 · GNU C++11 (first AC) · Tags: implementation, math

[Smaug's solution](#)

**600.**

289B

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

Quality: 18,963 global accepts · Rating: 1400 · first AC: 2017-06-09 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[Smaug's solution](#)

**601.**

315A

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

Quality: 12,295 global accepts · Rating: 1400 · first AC: 2017-06-09 · GNU C++11 (first AC) · Tags: brute force

[Smaug's solution](#)

**602.**

388A

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

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[Smaug's solution](#)

**603.**

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: graphs, greedy, sortings

[Smaug's solution](#)

**604.**

805D

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

Rating: 1400 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: combinatorics

[Smaug's solution](#)

**605.**

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2017-04-20 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[Smaug's solution](#)

**606.**

379C

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

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2017-04-19 · GNU C++11 (first AC) · Tags: greedy, sortings

[Smaug's solution](#)

**607.**

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2017-04-19 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[Smaug's solution](#)

**608.**

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,380 global accepts · Rating: 1400 · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**609.**

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,797 global accepts · Rating: 1400 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: math, number theory

[Smaug's solution](#)

**610.**

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, two pointers

[Smaug's solution](#)

**611.**

401C

[Team](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1400 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Smaug's solution](#)

**612.**

757B

[Bash's Big Day](#) · [Tutorial](#)

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

[Smaug's solution](#)

**613.**

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,008 global accepts · Rating: 1400 · first AC: 2017-01-09 · GNU C++11 (first AC) · Tags: data structures, implementation

[Smaug's solution](#)

**614.**

752C

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

Rating: 1400 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: greedy, shortest paths

[Smaug's solution](#)

**615.**

745B

[Hongcow Solves A Puzzle](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2016-12-23 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**616.**

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[Smaug's solution](#)

**617.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,183 global accepts · Rating: 1400 · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[Smaug's solution](#)

**618.**

514B

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

Quality: 22,634 global accepts · Rating: 1400 · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: brute force, data structures, geometry, implementation, math

[Smaug's solution](#)

**619.**

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,818 global accepts · Rating: 1400 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: greedy

[Smaug's solution](#)

**620.**

714C

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

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

[Smaug's solution](#)

**621.**

711B

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

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-29 · GNU C++ (first AC) · Tags: constructive algorithms, implementation  
[Smaug's solution](#)

**622.**

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-22 · GNU C++ (first AC) · Tags: brute force, sortings  
[Smaug's solution](#)

**623.**

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,057 global accepts · Rating: 1400 · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: implementation, math  
[Smaug's solution](#)

**624.**

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,465 global accepts · Rating: 1400 · first AC: 2016-07-31 · GNU C++ (first AC) · Tags: greedy, sortings  
[Smaug's solution](#)

**625.**

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++ (first AC) · Tags: implementation  
[Smaug's solution](#)

**626.**

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2016-07-15 · FPC (first AC) · Tags: brute force, implementation, math, strings  
[Smaug's solution](#)

**627.**

233B

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

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2016-06-17 · GNU C++ (first AC) · Tags: binary search, brute force, math  
[Smaug's solution](#)

**628.**

680C

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

Rating: 1400 · first AC: 2016-06-08 · FPC (first AC) · Tags: constructive algorithms, interactive, math, number theory  
[Smaug's solution](#)

**629.**

677B

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

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-01 · GNU C++ (first AC) · Tags: implementation, math  
[Smaug's solution](#)

**630.**

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1400 · first AC: 2016-05-19 · FPC (first AC) · Tags: implementation, math  
[Smaug's solution](#)

**631.**

675B

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

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2016-05-17 · FPC (first AC) · Tags: brute force, constructive algorithms, math  
[Smaug's solution](#)

**632.**

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2016-04-21 · FPC (first AC) · Tags: brute force

[Smaug's solution](#)

**633.**

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2016-04-07 · GNU C++ (first AC) · Tags: data structures, geometry, math

[Smaug's solution](#)

**634.**

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2016-04-07 · GNU C++ (first AC) · Tags: data structures, expression parsing, math

[Smaug's solution](#)

**635.**

652A

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

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2016-03-25 · GNU C++ (first AC) · Tags: implementation, math

[Smaug's solution](#)

**636.**

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2016-03-16 · FPC (first AC) · Tags: dp, greedy, math

[Smaug's solution](#)

**637.**

630L

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

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: implementation, math

[Smaug's solution](#)

**638.**

550B

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

Quality: 27,450 global accepts · Rating: 1400 · first AC: 2015-12-19 · FPC (first AC) · Tags: bitmasks, brute force

[Smaug's solution](#)

**639.**

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: 1400 · first AC: 2015-12-11 · FPC (first AC) · Tags: binary search, greedy

[Smaug's solution](#)

**640.**

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Smaug's solution](#)

**641.**

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,798 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Smaug's solution](#)

**642.**

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[Smaug's solution](#)

**643.**

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math,

number theory

[Smaug's solution](#)

**644.**

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,034 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Smaug's solution](#)

**645.**

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Smaug's solution](#)

**646.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Smaug's solution](#)

**647.**

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Smaug's solution](#)

**648.**

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Smaug's solution](#)

**649.**

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Smaug's solution](#)

**650.**

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Smaug's solution](#)

**651.**

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math, sortings

[Smaug's solution](#)

**652.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Smaug's solution](#)

**653.**

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Smaug's solution](#)

**654.**

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Smaug's solution](#)

**655.**

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,857 global accepts · Rating: 1500 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Smaug's solution](#)

**656.**

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Smaug's solution](#)

**657.**

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,394 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Smaug's solution](#)

**658.**

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[Smaug's solution](#)

**659.**

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Smaug's solution](#)

**660.**

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2017-10-28 · last AC: 2018-02-28 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[Smaug's solution](#)

**661.**

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[Smaug's solution](#)

**662.**

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2018-02-23 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[Smaug's solution](#)

**663.**

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2018-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Smaug's solution](#)

**664.**

501C

[Misha and Forest](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1500 · first AC: 2018-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings, trees

[Smaug's solution](#)

**665.**

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math

[Smaug's solution](#)

**666.**

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math

[Smaug's solution](#)

**667.**

402C

[Searching for Graph](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1500 · first AC: 2017-12-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs

[Smaug's solution](#)

**668.**

902C

[Hashing Trees](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms

[Smaug's solution](#)

**669.**

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,207 global accepts · Rating: 1500 · first AC: 2017-12-18 · GNU C++11 (first AC) · Tags: dfs and similar

[Smaug's solution](#)

**670.**

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2017-12-13 · GNU C++11 (first AC) · Tags: data structures, dp, implementation

[Smaug's solution](#)

**671.**

400C

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

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2017-12-05 · GNU C++11 (first AC) · Tags: implementation, math

[Smaug's solution](#)

**672.**

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 1500 · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Smaug's solution](#)

**673.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,869 global accepts · Rating: 1500 · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: dp, greedy

[Smaug's solution](#)

**674.**

611C

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

Quality: 9,022 global accepts · Rating: 1500 · first AC: 2017-11-24 · GNU C++11 (first AC) · Tags: dp, implementation

[Smaug's solution](#)

**675.**

205C

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

Rating: 1500 · first AC: 2017-11-24 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, dp, math

[Smaug's solution](#)

**676.**

166C

[Median](#) · [Tutorial](#)

Quality: 7,431 global accepts · Rating: 1500 · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[Smaug's solution](#)

**677.**

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: \*special, brute force, dp, strings

[Smaug's solution](#)

**678.**

245D

[Restoring Table](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 1500 · first AC: 2017-11-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Smaug's solution](#)

**679.**

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,618 global accepts · Rating: 1500 · first AC: 2017-11-21 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, shortest paths

[Smaug's solution](#)

**680.**

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: greedy

[Smaug's solution](#)

**681.**

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2017-11-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[Smaug's solution](#)

**682.**

177D2

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

Quality: 2,681 global accepts · Rating: 1500 · first AC: 2017-11-07 · GNU C++11 (first AC) · Tags: data structures

[Smaug's solution](#)

**683.**

368C

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

Rating: 1500 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**684.**

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs

[Smaug's solution](#)

**685.**

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings

[Smaug's solution](#)

**686.**

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: strings

[Smaug's solution](#)

**687.**

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1500 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**688.**

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Smaug's solution](#)

**689.**

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2015-12-19 · last AC: 2017-10-25 · Python 3 (first AC) · Tags: implementation, math

[Smaug's solution](#)

**690.**

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: brute force, dp

[Smaug's solution](#)

**691.**

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: implementation, strings

[Smaug's solution](#)

**692.**

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**693.**

876D

[Sorting the Coins](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: dsu, implementation, sortings, trees, two pointers

[Smaug's solution](#)

**694.**

553A

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

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Smaug's solution](#)

**695.**

576A

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

Quality: 15,928 global accepts · Rating: 1500 · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: math, number theory

[Smaug's solution](#)

**696.**

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Smaug's solution](#)

**697.**

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[Smaug's solution](#)

**698.**

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2017-10-13 · GNU C++11 (first AC) · Tags: dp, implementation

[Smaug's solution](#)

**699.**

268C

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

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Smaug's solution](#)

**700.**

254B

[Jury Size](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 1500 · first AC: 2017-10-09 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**701.**

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2017-10-09 · GNU C++11 (first AC) · Tags: brute force, dfs and similar

[Smaug's solution](#)

**702.**

104C

[Cthulhu](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-09-04 · last AC: 2017-10-08 · GNU C++ (first AC) · Tags: dsu, trees

[Smaug's solution](#)

**703.**

255C

[Almost Arithmetical Progression](#) · [Tutorial](#)

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: brute force, dp

[Smaug's solution](#)

**704.**

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Smaug's solution](#)

**705.**

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2017-10-04 · GNU C++11 (first AC) · Tags: greedy

[Smaug's solution](#)

**706.**

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2017-10-02 · GNU C++11 (first AC) · Tags: sortings

[Smaug's solution](#)

**707.**

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Smaug's solution](#)

**708.**

204B

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

Quality: 5,909 global accepts · Rating: 1500 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: binary search, data structures

[Smaug's solution](#)

**709.**

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**710.**

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: dp, games

[Smaug's solution](#)

**711.**

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2017-09-08 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[Smaug's solution](#)

**712.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: greedy

[Smaug's solution](#)

**713.**

357C

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

Rating: 1500 · first AC: 2016-09-05 · last AC: 2017-08-21 · GNU C++ (first AC) · Tags: data structures

[Smaug's solution](#)

**714.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,642 global accepts · Rating: 1500 · first AC: 2017-01-24 · last AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[Smaug's solution](#)

**715.**

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2017-08-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Smaug's solution](#)

**716.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2016-09-09 · last AC: 2017-08-10 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**717.**

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2017-08-10 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs

[Smaug's solution](#)

**718.**

177C2

[Party](#) · [Tutorial](#)

Quality: 3,013 global accepts · Rating: 1500 · first AC: 2017-07-28 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Smaug's solution](#)

**719.**

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[Smaug's solution](#)

**720.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2017-07-21 · GNU C++11 (first AC) · Tags: dp, number theory

[Smaug's solution](#)

**721.**

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,392 global accepts · Rating: 1500 · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: binary search, implementation

[Smaug's solution](#)

**722.**

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 1500 · first AC: 2017-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Smaug's solution](#)

**723.**

795D

[Lie or Truth](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-07-05 · GNU C++11 (first AC) · Tags: \*special, implementation, sortings

[Smaug's solution](#)

**724.**

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, sortings

[Smaug's solution](#)

**725.**

272C

[Dima and Staircase](#) · [Tutorial](#)

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2017-06-08 · GNU C++11 (first AC) · Tags: data structures, implementation

[Smaug's solution](#)

**726.**

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2017-06-03 · GNU C++11 (first AC) · Tags: binary search, sortings

[Smaug's solution](#)

**727.**

809A

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

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-21 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[Smaug's solution](#)

**728.**

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2017-04-19 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[Smaug's solution](#)

**729.**

574B

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

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2017-04-03 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Smaug's solution](#)

**730.**

791B

[Bear and Friendship Condition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Smaug's solution](#)

**731.**

791C

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Smaug's solution](#)

**732.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,463 global accepts · Rating: 1500 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Smaug's solution](#)

**733.**

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[Smaug's solution](#)

**734.**

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**735.**

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[Smaug's solution](#)

**736.**

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,138 global accepts · Rating: 1500 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: brute force, dp, math

[Smaug's solution](#)

**737.**

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, greedy

[Smaug's solution](#)

**738.**

748B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1500 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: implementation, strings

[Smaug's solution](#)

**739.**

743C

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

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Smaug's solution](#)

**740.**

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Smaug's solution](#)

**741.**

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Smaug's solution](#)

**742.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,552 global accepts · Rating: 1500 · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[Smaug's solution](#)

**743.**

673C

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-09-06 · GNU C++11 (first AC) · Tags: —

[Smaug's solution](#)

**744.**

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Smaug's solution](#)

**745.**

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-08-22 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Smaug's solution](#)

**746.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2016-08-22 · GNU C++ (first AC) · Tags: dp, math, matrices

[Smaug's solution](#)

**747.**

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: math, number theory

[Smaug's solution](#)

**748.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-08-17 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Smaug's solution](#)

**749.**

696A

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

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-08-16 · GNU C++ (first AC) · Tags: brute force, data structures, implementation, trees

[Smaug's solution](#)

**750.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++ (first AC) · Tags: binary search, implementation, two pointers

[Smaug's solution](#)

**751.**

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++ (first AC) · Tags: brute force, data structures, implementation, math

[Smaug's solution](#)

**752.**

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,794 global accepts · Rating: 1500 · first AC: 2016-07-23 · GNU C++ (first AC) · Tags: binary search, strings, two pointers

[Smaug's solution](#)

**753.**

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,669 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++ (first AC) · Tags: combinatorics

[Smaug's solution](#)

**754.**

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-02 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[Smaug's solution](#)

**755.**

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · Python 3 (first AC) · Tags: implementation, math

[Smaug's solution](#)

**756.**

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: binary search, dp, strings, two pointers

[Smaug's solution](#)

**757.**

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2016-05-17 · GNU C++ (first AC) · Tags: greedy

[Smaug's solution](#)

**758.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,924 global accepts · Rating: 1500 · first AC: 2016-04-11 · FPC (first AC) · Tags: binary search, sortings, two pointers

[Smaug's solution](#)

**759.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,228 global accepts · Rating: 1500 · first AC: 2016-03-20 · FPC (first AC) · Tags: hashing, implementation

[Smaug's solution](#)

**760.**

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-01-16 · last AC: 2016-02-24 · FPC (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**761.**

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 1500 · first AC: 2016-02-18 · FPC (first AC) · Tags: math, number theory

[Smaug's solution](#)

**762.**

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,463 global accepts · Rating: 1500 · first AC: 2015-12-24 · FPC (first AC) · Tags: combinatorics, strings

[Smaug's solution](#)

**763.**

415C

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

Rating: 1500 · first AC: 2015-12-21 · FPC (first AC) · Tags: constructive algorithms, greedy, number theory

[Smaug's solution](#)

**764.**

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-25 · FPC (first AC) · Tags: implementation

[Smaug's solution](#)

**765.**

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Smaug's solution](#)

**766.**

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Smaug's solution](#)

**767.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees

[Smaug's solution](#)

**768.**

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Smaug's solution](#)

**769.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[Smaug's solution](#)

**770.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

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**771.**

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Smaug's solution](#)

**772.**

1098A

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Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Smaug's solution](#)

**773.**

1096C

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Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[Smaug's solution](#)

**774.**

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Smaug's solution](#)

**775.**

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

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**776.**

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Smaug's solution](#)

**777.**

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games

[Smaug's solution](#)

**778.**

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Smaug's solution](#)

**779.**

1027C

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

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: greedy

[Smaug's solution](#)

**780.**

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[Smaug's solution](#)

**781.**

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Smaug's solution](#)

**782.**

568A

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

Quality: 5,403 global accepts · Rating: 1600 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[Smaug's solution](#)

**783.**

986A

[Fair](#) · [Tutorial](#)

Quality: 8,332 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[Smaug's solution](#)

**784.**

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Smaug's solution](#)

**785.**

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Smaug's solution](#)

**786.**

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Smaug's solution](#)

**787.**

956B

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

Rating: 1600 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[Smaug's solution](#)

**788.**

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: greedy

[Smaug's solution](#)

**789.**

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

[Smaug's solution](#)

**790.**

157D

[Suspects](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**791.**

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: implementation, probabilities, strings

[Smaug's solution](#)

**792.**

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: binary search, implementation

[Smaug's solution](#)

**793.**

477A

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

Rating: 1600 · first AC: 2018-02-21 · GNU C++11 (first AC) · Tags: math

[Smaug's solution](#)

**794.**

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-20 · GNU C++11 (first AC) · Tags: geometry

[Smaug's solution](#)

**795.**

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[Smaug's solution](#)

**796.**

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[Smaug's solution](#)

**797.**

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Smaug's solution](#)

**798.**

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: implementation, math

[Smaug's solution](#)

**799.**

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: brute force, number theory

[Smaug's solution](#)

**800.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2018-01-26 · GNU C++11 (first AC) · Tags: data structures, dsu

[Smaug's solution](#)

**801.**

916C

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

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Smaug's solution](#)

**802.**

742D

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-01-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu

[Smaug's solution](#)

**803.**

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Smaug's solution](#)

**804.**

284C

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

Rating: 1600 · first AC: 2018-01-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp

[Smaug's solution](#)

**805.**

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1600 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Smaug's solution](#)

**806.**

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Smaug's solution](#)

**807.**

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: bitmasks, implementation, strings

[Smaug's solution](#)

**808.**

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: dfs and similar

[Smaug's solution](#)

**809.**

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2017-12-18 · GNU C++11 (first AC) · Tags: dp, graphs

[Smaug's solution](#)

**810.**

378C

[Maze](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: dfs and similar

[Smaug's solution](#)

**811.**

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: greedy

[Smaug's solution](#)

**812.**

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Smaug's solution](#)

**813.**

430D

[Working out](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-15 · last AC: 2017-12-15 · GNU C++11 (first AC) · Tags: brute force, dp

[Smaug's solution](#)

**814.**

376D

[Maximum Submatrix 2](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[Smaug's solution](#)

**815.**

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Smaug's solution](#)

**816.**

408D

[Long Path](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**817.**

606C

[Sorting Railway Cars](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: —

[Smaug's solution](#)

**818.**

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,490 global accepts · Rating: 1600 · first AC: 2017-11-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Smaug's solution](#)

**819.**

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 1600 · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: binary search, number theory

[Smaug's solution](#)

**820.**

59C

[Title](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 1600 · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: expression parsing

[Smaug's solution](#)

**821.**

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,329 global accepts · Rating: 1600 · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: dp, math, number theory

[Smaug's solution](#)

**822.**

682C

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

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Smaug's solution](#)

**823.**

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[Smaug's solution](#)

**824.**

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Smaug's solution](#)

**825.**

365C

[Matrix](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, matrices

[Smaug's solution](#)

**826.**

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: expression parsing, greedy, strings

[Smaug's solution](#)

**827.**

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Smaug's solution](#)

**828.**

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Smaug's solution](#)

**829.**

879C

[Short Program](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, graph matchings

[Smaug's solution](#)

**830.**

305C

[Ivan and Powers of Two](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: greedy, implementation

[Smaug's solution](#)

**831.**

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms

[Smaug's solution](#)

**832.**

96C

[Hockey](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: implementation, strings

[Smaug's solution](#)

**833.**

608C

[Chain Reaction](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**834.**

28A

[Bender Problem](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 1600 · first AC: 2017-10-18 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**835.**

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2017-10-18 · GNU C++11 (first AC) · Tags: binary search, math, sortings

[Smaug's solution](#)

**836.**

523D

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

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: \*special, data structures, implementation

[Smaug's solution](#)

**837.**

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[Smaug's solution](#)

**838.**

574D

[Bear and Blocks](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-10-13 · GNU C++11 (first AC) · Tags: data structures, dp, math, shortest paths

[Smaug's solution](#)

**839.**

36B

[Fractal](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 1600 · first AC: 2017-10-09 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**840.**

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2017-10-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[Smaug's solution](#)

**841.**

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2017-10-09 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[Smaug's solution](#)

**842.**

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,164 global accepts · Rating: 1600 · first AC: 2017-10-08 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, sortings

[Smaug's solution](#)

**843.**

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2017-09-29 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[Smaug's solution](#)

**844.**

369C

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

Quality: 12,034 global accepts · Rating: 1600 · first AC: 2017-09-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Smaug's solution](#)

**845.**

151D

[Quantity of Strings](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-29 · GNU C++11 (first AC) · Tags: combinatorics, dsu, graphs, math

[Smaug's solution](#)

**846.**

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-10-12 · last AC: 2017-09-28 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Smaug's solution](#)

**847.**

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: greedy

[Smaug's solution](#)

**848.**

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: binary search, data structures

[Smaug's solution](#)

**849.**

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Smaug's solution](#)

**850.**

861D

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

Rating: 1600 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, strings

[Smaug's solution](#)

**851.**

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Smaug's solution](#)

**852.**

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,648 global accepts · Rating: 1600 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: binary search, number theory, two pointers

[Smaug's solution](#)

**853.**

849C

[From Y to Y](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[Smaug's solution](#)

**854.**

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 1600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: brute force, geometry

[Smaug's solution](#)

**855.**

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2016-01-14 · last AC: 2017-08-29 · FPC (first AC) · Tags: binary search, data structures, two pointers

[Smaug's solution](#)

**856.**

453A

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

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2017-08-27 · GNU C++11 (first AC) · Tags: probabilities

[Smaug's solution](#)

**857.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,315 global accepts · Rating: 1600 · first AC: 2017-08-16 · GNU C++11 (first AC) · Tags: implementation, math

[Smaug's solution](#)

**858.**

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2017-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[Smaug's solution](#)

**859.**

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2017-08-10 · GNU C++11 (first AC) · Tags: games, math, number theory

[Smaug's solution](#)

**860.**

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1600 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: dp, implementation

[Smaug's solution](#)

**861.**

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1600 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar

[Smaug's solution](#)

**862.**

435C

[Cardiogram](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1600 · first AC: 2017-07-20 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**863.**

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2017-07-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[Smaug's solution](#)

**864.**

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Smaug's solution](#)

**865.**

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings

[Smaug's solution](#)

**866.**

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2017-07-01 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs

[Smaug's solution](#)

**867.**

165C

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

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2017-06-21 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[Smaug's solution](#)

**868.**

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math

[Smaug's solution](#)

**869.**

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,705 global accepts · Rating: 1600 · first AC: 2017-06-09 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation

[Smaug's solution](#)

**870.**

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2017-04-02 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[Smaug's solution](#)

**871.**

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

[Smaug's solution](#)

**872.**

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: brute force

[Smaug's solution](#)

**873.**

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: binary search, math

[Smaug's solution](#)

**874.**

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2017-02-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[Smaug's solution](#)

**875.**

764C

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

Rating: 1600 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Smaug's solution](#)

**876.**

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[Smaug's solution](#)

**877.**

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2017-01-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu

[Smaug's solution](#)

**878.**

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[Smaug's solution](#)

**879.**

741A

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

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-11 · GNU C++11 (first AC) · Tags: dfs and similar, math

[Smaug's solution](#)

**880.**

735C

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

Quality: 7,965 global accepts · Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms,

greedy, math

[Smaug's solution](#)

**881.**

735D

[Taxes](#) · [Tutorial](#)

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

[Smaug's solution](#)

**882.**

734C

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

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

[Smaug's solution](#)

**883.**

731C

[Socks](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Smaug's solution](#)

**884.**

723C

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

Quality: 5,216 global accepts · Rating: 1600 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: greedy

[Smaug's solution](#)

**885.**

712C

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

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: greedy, math

[Smaug's solution](#)

**886.**

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,825 global accepts · Rating: 1600 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[Smaug's solution](#)

**887.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,777 global accepts · Rating: 1600 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: dp, implementation, trees

[Smaug's solution](#)

**888.**

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2016-08-19 · GNU C++ (first AC) · Tags: combinatorics

[Smaug's solution](#)

**889.**

658C

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

Rating: 1600 · first AC: 2016-08-19 · GNU C++ (first AC) · Tags: constructive algorithms, trees

[Smaug's solution](#)

**890.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2016-08-12 · GNU C++ (first AC) · Tags: dp, strings

[Smaug's solution](#)

**891.**

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,205 global accepts · Rating: 1600 · first AC: 2016-07-16 · FPC (first AC) · Tags: implementation, strings

[Smaug's solution](#)

**892.**

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2016-07-13 · GNU C++ (first AC) · Tags: math

[Smaug's solution](#)

**893.**

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++ (first AC) · Tags: implementation

[Smaug's solution](#)

**894.**

678C

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

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

[Smaug's solution](#)

**895.**

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1600 · first AC: 2016-04-08 · GNU C++ (first AC) · Tags: binary search, dp, two pointers

[Smaug's solution](#)

**896.**

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-17 · FPC (first AC) · Tags: brute force, greedy, math, number theory

[Smaug's solution](#)

**897.**

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2016-01-04 · FPC (first AC) · Tags: number theory

[Smaug's solution](#)

**898.**

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2015-12-11 · FPC (first AC) · Tags: dp, greedy, math

[Smaug's solution](#)

**899.**

604C

[Alternative Thinking](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-11 · FPC (first AC) · Tags: constructive algorithms, dp, greedy, math

[Smaug's solution](#)

**900.**

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-10 · FPC (first AC) · Tags: constructive algorithms, greedy

[Smaug's solution](#)

**901.**

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar

[Smaug's solution](#)

**902.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Smaug's solution](#)

**903.**

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Smaug's solution](#)

**904.**

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Smaug's solution](#)

**905.**

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees

[Smaug's solution](#)

**906.**

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Smaug's solution](#)

**907.**

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Smaug's solution](#)

**908.**

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[Smaug's solution](#)

**909.**

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: sortings, two pointers

[Smaug's solution](#)

**910.**

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[Smaug's solution](#)

**911.**

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy

[Smaug's solution](#)

**912.**

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2018-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Smaug's solution](#)

**913.**

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Smaug's solution](#)

**914.**

606D

[Lazy Student](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-05-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Smaug's solution](#)

**915.**

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Smaug's solution](#)

**916.**

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Smaug's solution](#)

**917.**

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Smaug's solution](#)

**918.**

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Smaug's solution](#)

**919.**

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[Smaug's solution](#)

**920.**

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

[Smaug's solution](#)

**921.**

765D

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

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2018-03-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, math

[Smaug's solution](#)

**922.**

157C

[Message](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: brute force, dp, strings

[Smaug's solution](#)

**923.**

586D

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

Rating: 1700 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Smaug's solution](#)

**924.**

929C

[A Special Case of the Longest Common Subsequence Problem](#)

Quality: 1,203 global accepts · Rating: 1700 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: \*special, combinatorics, math

[Smaug's solution](#)

**925.**

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2018-02-27 · GNU C++11 (first AC) · Tags: binary search, greedy, strings

[Smaug's solution](#)

**926.**

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[Smaug's solution](#)

**927.**

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms

[Smaug's solution](#)

**928.**

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Smaug's solution](#)

**929.**

230D

[Planets](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-02-06 · GNU C++11 (first AC) · Tags: binary search, graphs, shortest paths

[Smaug's solution](#)

**930.**

296D

[Greg and Graph](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-02-05 · GNU C++11 (first AC) · Tags: dp, graphs

[Smaug's solution](#)

**931.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs

[Smaug's solution](#)

**932.**

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

[Smaug's solution](#)

**933.**

284D

[Cow Program](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-01-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[Smaug's solution](#)

**934.**

339C

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

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2017-12-31 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Smaug's solution](#)

**935.**

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2017-12-31 · GNU C++11 (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[Smaug's solution](#)

**936.**

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Smaug's solution](#)

**937.**

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,142 global accepts · Rating: 1700 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Smaug's solution](#)

**938.**

697D

[Puzzles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-26 · GNU C++11 (first AC) · Tags: —

[Smaug's solution](#)

**939.**

163A

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

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2017-12-25 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**940.**

127D

[Password](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: hashing, strings

[Smaug's solution](#)

**941.**

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: brute force, data structures, math

[Smaug's solution](#)

**942.**

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2017-12-08 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[Smaug's solution](#)

**943.**

339D

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

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2017-12-03 · GNU C++11 (first AC) · Tags: data structures, trees

[Smaug's solution](#)

**944.**

270D

[Greenhouse Effect](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-11-28 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**945.**

699D

[Fix a Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[Smaug's solution](#)

**946.**

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2017-11-21 · GNU C++11 (first AC) · Tags: dp, greedy

[Smaug's solution](#)

**947.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2017-11-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, two pointers

[Smaug's solution](#)

**948.**

102D

[Buses](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-11-18 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[Smaug's solution](#)

**949.**

131E

[Yet Another Task with Queens](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: sortings

[Smaug's solution](#)

**950.**

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,479 global accepts · Rating: 1700 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, implementation

[Smaug's solution](#)

**951.**

194C

[Cutting Figure](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, matrices, strings

[Smaug's solution](#)

**952.**

56C

[Corporation Mail](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 1700 · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: data structures, expression parsing, implementation

[Smaug's solution](#)

**953.**

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[Smaug's solution](#)

**954.**

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[Smaug's solution](#)

**955.**

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[Smaug's solution](#)

**956.**

164A

[Variable, or There and Back Again](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Smaug's solution](#)

**957.**

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Smaug's solution](#)

**958.**

35B

[Warehouse](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 1700 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**959.**

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, data structures, two pointers

[Smaug's solution](#)

**960.**

518D

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

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[Smaug's solution](#)

**961.**

439D

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

Quality: 6,851 global accepts · Rating: 1700 · first AC: 2017-10-04 · GNU C++11 (first AC) · Tags: binary search, sortings, ternary search, two pointers

[Smaug's solution](#)

**962.**

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2017-10-02 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[Smaug's solution](#)

**963.**

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: data structures, implementation

[Smaug's solution](#)

**964.**

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**965.**

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[Smaug's solution](#)

**966.**

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: dp, matrices

[Smaug's solution](#)

**967.**

4D

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

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: dp, sortings

[Smaug's solution](#)

**968.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,475 global accepts · Rating: 1700 · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**969.**

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: data structures, implementation

[Smaug's solution](#)

**970.**

382C

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

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2017-08-31 · GNU C++11 (first AC) · Tags: implementation, sortings

[Smaug's solution](#)

**971.**

385C

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

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[Smaug's solution](#)

**972.**

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2017-08-28 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings

[Smaug's solution](#)

**973.**

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2017-08-27 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory, probabilities

[Smaug's solution](#)

**974.**

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-09-08 · last AC: 2017-08-23 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

[Smaug's solution](#)

**975.**

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2017-08-13 · GNU C++11 (first AC) · Tags: implementation, math, trees

[Smaug's solution](#)

**976.**

546D

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

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2016-08-25 · last AC: 2017-08-10 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math, number theory

[Smaug's solution](#)

**977.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2016-07-13 · last AC: 2017-08-10 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Smaug's solution](#)

**978.**

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2017-08-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[Smaug's solution](#)

**979.**

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1700 · first AC: 2017-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[Smaug's solution](#)

**980.**

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2017-07-06 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math

[Smaug's solution](#)

**981.**

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,842 global accepts · Rating: 1700 · first AC: 2017-07-03 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[Smaug's solution](#)

**982.**

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2017-06-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Smaug's solution](#)

**983.**

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Smaug's solution](#)

**984.**

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2017-04-24 · GNU C++11 (first AC) · Tags: dp, implementation

[Smaug's solution](#)

**985.**

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[Smaug's solution](#)

**986.**

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: \*special

[Smaug's solution](#)

**987.**

789B

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

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-03-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Smaug's solution](#)

**988.**

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[Smaug's solution](#)

**989.**

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: binary search, strings

[Smaug's solution](#)

**990.**

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, strings

[Smaug's solution](#)

**991.**

567C

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

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2017-01-10 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[Smaug's solution](#)

**992.**

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,431 global accepts · Rating: 1700 · first AC: 2017-01-01 · GNU C++11 (first AC) · Tags: sortings, strings

[Smaug's solution](#)

**993.**

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Smaug's solution](#)

**994.**

738D

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-21 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Smaug's solution](#)

**995.**

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-16 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**996.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**997.**

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2016-09-04 · GNU C++ (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[Smaug's solution](#)

**998.**

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++ (first AC) · Tags: dp

[Smaug's solution](#)

**999.**

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2016-08-23 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation

[Smaug's solution](#)

**1000.**

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2016-07-27 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[Smaug's solution](#)

**1001.**

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-13 · GNU C++ (first AC) · Tags: binary search, combinatorics, math

[Smaug's solution](#)

**1002.**

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Smaug's solution](#)

**1003.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[Smaug's solution](#)

**1004.**

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Smaug's solution](#)

**1005.**

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Smaug's solution](#)

**1006.**

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Smaug's solution](#)

**1007.**

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings

[Smaug's solution](#)

**1008.**

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, number theory

[Smaug's solution](#)

**1009.**

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Smaug's solution](#)

## 1010.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[Smaug's solution](#)

## 1011.

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Smaug's solution](#)

## 1012.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[Smaug's solution](#)

## 1013.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: binary search, two pointers

[Smaug's solution](#)

## 1014.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[Smaug's solution](#)

## 1015.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: dp, implementation

[Smaug's solution](#)

## 1016.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, math

[Smaug's solution](#)

## 1017.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2018-08-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Smaug's solution](#)

## 1018.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: number theory

[Smaug's solution](#)

## 1019.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Smaug's solution](#)

## 1020.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math,

number theory

[Smaug's solution](#)

**1021.**

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Smaug's solution](#)

**1022.**

300C

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics

[Smaug's solution](#)

**1023.**

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Smaug's solution](#)

**1024.**

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Smaug's solution](#)

**1025.**

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Smaug's solution](#)

**1026.**

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees

[Smaug's solution](#)

**1027.**

436C

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

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, trees

[Smaug's solution](#)

**1028.**

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**1029.**

586C

[Gennady the Dentist](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: implementation

[Smaug's solution](#)

**1030.**

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2018-02-23 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation, trees

[Smaug's solution](#)

**1031.**

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**1032.**

189D

[AlgoRace](#) · [Tutorial](#)

Quality: 1800 · first AC: 2018-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[Smaug's solution](#)

**1033.**

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[Smaug's solution](#)

**1034.**

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,723 global accepts · Rating: 1800 · first AC: 2018-02-06 · GNU C++11 (first AC) · Tags: shortest paths

[Smaug's solution](#)

**1035.**

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

[Smaug's solution](#)

**1036.**

275D

[Zero Tree](#) · [Tutorial](#)

Quality: 1800 · first AC: 2018-01-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Smaug's solution](#)

**1037.**

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1800 · first AC: 2018-01-24 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[Smaug's solution](#)

**1038.**

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1800 · first AC: 2018-01-24 · GNU C++11 (first AC) · Tags: dp, probabilities

[Smaug's solution](#)

**1039.**

914C

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

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-21 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp

[Smaug's solution](#)

**1040.**

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2018-01-16 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Smaug's solution](#)

**1041.**

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

[Smaug's solution](#)

**1042.**

533E

[Correcting Mistakes](#) · [Tutorial](#)

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2018-01-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[Smaug's solution](#)

### 1043.

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 1800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Smaug's solution](#)

### 1044.

624C

[Graph and String](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Smaug's solution](#)

### 1045.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: brute force, math

[Smaug's solution](#)

### 1046.

909C

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

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

### 1047.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2017-12-26 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Smaug's solution](#)

### 1048.

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2017-12-25 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[Smaug's solution](#)

### 1049.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[Smaug's solution](#)

### 1050.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[Smaug's solution](#)

### 1051.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2017-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Smaug's solution](#)

### 1052.

831D

[Office Keys](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy

[Smaug's solution](#)

**1053.**

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2017-12-14 · GNU C++11 (first AC) · Tags: dp, sortings

[Smaug's solution](#)

**1054.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2017-12-08 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Smaug's solution](#)

**1055.**

544C

[Writing Code](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-12-07 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**1056.**

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2017-11-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Smaug's solution](#)

**1057.**

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,012 global accepts · Rating: 1800 · first AC: 2017-11-27 · GNU C++11 (first AC) · Tags: data structures, strings

[Smaug's solution](#)

**1058.**

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[Smaug's solution](#)

**1059.**

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[Smaug's solution](#)

**1060.**

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Smaug's solution](#)

**1061.**

336C

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

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, number theory

[Smaug's solution](#)

**1062.**

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2017-10-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, sortings

[Smaug's solution](#)

**1063.**

459D

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

Quality: 12,809 global accepts · Rating: 1800 · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings

[Smaug's solution](#)

**1064.**

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: data structures, sortings

[Smaug's solution](#)

**1065.**

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-10-20 · GNU C++11 (first AC) · Tags: constructive algorithms

[Smaug's solution](#)

**1066.**

281D

[Maximum Xor Secondary](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-10-17 · last AC: 2017-10-17 · GNU C++11 (first AC) · Tags: two pointers

[Smaug's solution](#)

**1067.**

174C

[Range Increments](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 1800 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: data structures, greedy

[Smaug's solution](#)

**1068.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: dp, games, math, probabilities

[Smaug's solution](#)

**1069.**

220B

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

Quality: 12,885 global accepts · Rating: 1800 · first AC: 2017-10-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[Smaug's solution](#)

**1070.**

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2017-09-29 · GNU C++11 (first AC) · Tags: binary search, brute force

[Smaug's solution](#)

**1071.**

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**1072.**

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: greedy

[Smaug's solution](#)

**1073.**

706D

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

Quality: 12,587 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[Smaug's solution](#)

**1074.**

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2017-09-08 · GNU C++11 (first AC) · Tags: data structures, dp, two pointers

[Smaug's solution](#)

**1075.**

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2017-09-08 · GNU C++11 (first AC) · Tags: data structures, math, probabilities, two pointers

[Smaug's solution](#)

**1076.**

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[Smaug's solution](#)

**1077.**

483D

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

Rating: 1800 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[Smaug's solution](#)

**1078.**

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2017-02-24 · last AC: 2017-08-11 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, strings

[Smaug's solution](#)

**1079.**

62B

[Tyndex.Brome](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 1800 · first AC: 2017-07-18 · GNU C++11 (first AC) · Tags: binary search, implementation

[Smaug's solution](#)

**1080.**

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2017-07-15 · GNU C++11 (first AC) · Tags: binary search, greedy

[Smaug's solution](#)

**1081.**

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2017-07-15 · GNU C++11 (first AC) · Tags: brute force, games, implementation

[Smaug's solution](#)

**1082.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Smaug's solution](#)

**1083.**

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2016-09-08 · GNU C++11 (first AC) · Tags: data structures, implementation

[Smaug's solution](#)

**1084.**

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: data structures, trees

[Smaug's solution](#)

**1085.**

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,418 global accepts · Rating: 1800 · first AC: 2016-07-24 · GNU C++ (first AC) · Tags: binary search, number theory

[Smaug's solution](#)

**1086.**

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2016-05-19 · FPC (first AC) · Tags: constructive algorithms, greedy, number theory

[Smaug's solution](#)

**1087.**

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2015-11-02 · FPC (first AC) · Tags: brute force, math, number theory

[Smaug's solution](#)

**1088.**

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Smaug's solution](#)

**1089.**

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, trees

[Smaug's solution](#)

**1090.**

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,066 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Smaug's solution](#)

**1091.**

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[Smaug's solution](#)

**1092.**

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

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**1093.**

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Smaug's solution](#)

**1094.**

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Smaug's solution](#)

**1095.**

1090B

[LaTeX Expert](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 1900 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: —

[Smaug's solution](#)

**1096.**

1078A

[Barcelonian Distance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math, shortest paths

[Smaug's solution](#)

**1097.**

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Smaug's solution](#)

**1098.**

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: interactive, trees

[Smaug's solution](#)

**1099.**

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Smaug's solution](#)

**1100.**

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Smaug's solution](#)

**1101.**

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**1102.**

1012B

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Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[Smaug's solution](#)

**1103.**

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle

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**1104.**

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,044 global accepts · Rating: 1900 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Smaug's solution](#)

**1105.**

568B

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

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Smaug's solution](#)

**1106.**

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs  
[Smaug's solution](#)

**1107.**

569D

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

Rating: 1900 · first AC: 2018-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Smaug's solution](#)

**1108.**

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2018-06-04 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[Smaug's solution](#)

**1109.**

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1900 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Smaug's solution](#)

**1110.**

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[Smaug's solution](#)

**1111.**

438B

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

Rating: 1900 · first AC: 2018-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, sortings

[Smaug's solution](#)

**1112.**

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: 1900 · first AC: 2018-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Smaug's solution](#)

**1113.**

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, trees

[Smaug's solution](#)

**1114.**

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Smaug's solution](#)

**1115.**

261B

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

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Smaug's solution](#)

**1116.**

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Smaug's solution](#)

**1117.**

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math,

number theory

[Smaug's solution](#)

**1118.**

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[Smaug's solution](#)

**1119.**

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: data structures, dp

[Smaug's solution](#)

**1120.**

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2018-02-27 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Smaug's solution](#)

**1121.**

477B

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

Rating: 1900 · first AC: 2018-02-21 · GNU C++11 (first AC) · Tags: math

[Smaug's solution](#)

**1122.**

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,812 global accepts · Rating: 1900 · first AC: 2018-02-20 · GNU C++11 (first AC) · Tags: math, probabilities

[Smaug's solution](#)

**1123.**

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[Smaug's solution](#)

**1124.**

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2018-02-18 · GNU C++11 (first AC) · Tags: data structures, dsu

[Smaug's solution](#)

**1125.**

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,387 global accepts · Rating: 1900 · first AC: 2018-02-06 · GNU C++11 (first AC) · Tags: shortest paths

[Smaug's solution](#)

**1126.**

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2018-02-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Smaug's solution](#)

**1127.**

740D

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

Rating: 1900 · first AC: 2018-01-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graph matchings, graphs

[Smaug's solution](#)

**1128.**

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2018-01-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Smaug's solution](#)

**1129.**

192E

[Fools and Roads](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-01-25 · GNU C++11 (first AC) · Tags: data structures, trees

[Smaug's solution](#)

**1130.**

294C

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

Quality: 4,354 global accepts · Rating: 1900 · first AC: 2018-01-24 · GNU C++11 (first AC) · Tags: combinatorics, number theory

[Smaug's solution](#)

**1131.**

780D

[Innokenty and a Football League](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1900 · first AC: 2018-01-24 · GNU C++11 (first AC) · Tags: 2-sat, graphs, greedy, implementation, shortest paths, strings

[Smaug's solution](#)

**1132.**

914D

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

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[Smaug's solution](#)

**1133.**

110E

[Lucky Tree](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, trees

[Smaug's solution](#)

**1134.**

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2018-01-04 · GNU C++11 (first AC) · Tags: dp, strings

[Smaug's solution](#)

**1135.**

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,823 global accepts · Rating: 1900 · first AC: 2017-12-31 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**1136.**

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,014 global accepts · Rating: 1900 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Smaug's solution](#)

**1137.**

909E

[Coproprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy

[Smaug's solution](#)

**1138.**

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 1900 · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: dp, strings

[Smaug's solution](#)

**1139.**

535D

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

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2017-12-20 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures, strings

[Smaug's solution](#)

**1140.**

536B

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

Rating: 1900 · first AC: 2017-12-20 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Smaug's solution](#)

**1141.**

835D

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

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2017-12-20 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, strings

[Smaug's solution](#)

**1142.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2017-12-15 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, two pointers

[Smaug's solution](#)

**1143.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2017-12-14 · GNU C++11 (first AC) · Tags: bitmasks, dp, probabilities

[Smaug's solution](#)

**1144.**

67D

[Optical Experiment](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2017-12-14 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[Smaug's solution](#)

**1145.**

608D

[Zuma](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-12-13 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**1146.**

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2017-12-08 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**1147.**

353B

[Two Heaps](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 1900 · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation, math, sortings

[Smaug's solution](#)

**1148.**

500D

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

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2017-11-29 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Smaug's solution](#)

**1149.**

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2017-11-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation  
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**1150.**

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math  
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**1151.**

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,183 global accepts · Rating: 1900 · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation  
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**1152.**

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2017-11-21 · GNU C++11 (first AC) · Tags: two pointers  
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**1153.**

41D

[Pawn](#) · [Tutorial](#)

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[Smaug's solution](#)

**1154.**

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
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**1155.**

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2017-11-15 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings  
[Smaug's solution](#)

**1156.**

22D

[Segments](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1900 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: greedy, sortings  
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**1157.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: data structures, trees  
[Smaug's solution](#)

**1158.**

488B

[Candy Boxes](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 1900 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math  
[Smaug's solution](#)

**1159.**

41E

[3-cycles](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1900 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy  
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**1160.**

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[Smaug's solution](#)

**1161.**

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: brute force, implementation  
[Smaug's solution](#)

**1162.**

456D

[A Lot of Games](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: dp, games, strings  
[Smaug's solution](#)

**1163.**

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2017-10-13 · GNU C++11 (first AC) · Tags: combinatorics, dp  
[Smaug's solution](#)

**1164.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu  
[Smaug's solution](#)

**1165.**

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings  
[Smaug's solution](#)

**1166.**

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2017-09-09 · GNU C++11 (first AC) · Tags: binary search, data structures, dsu, trees, two pointers  
[Smaug's solution](#)

**1167.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2017-08-31 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, sortings  
[Smaug's solution](#)

**1168.**

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2017-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation  
[Smaug's solution](#)

**1169.**

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: data structures, implementation  
[Smaug's solution](#)

**1170.**

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2017-08-15 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[Smaug's solution](#)

**1171.**

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2017-07-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[Smaug's solution](#)

**1172.**

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2017-07-17 · GNU C++11 (first AC) · Tags: binary search, greedy

[Smaug's solution](#)

**1173.**

250D

[Building Bridge](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 1900 · first AC: 2017-07-14 · last AC: 2017-07-14 · GNU C++11 (first AC) · Tags: geometry, ternary search, two pointers

[Smaug's solution](#)

**1174.**

25D

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

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2017-07-12 · last AC: 2017-07-12 · GNU C++11 (first AC) · Tags: dsu, graphs, trees

[Smaug's solution](#)

**1175.**

688E

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

Rating: 1900 · first AC: 2017-07-01 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**1176.**

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1900 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Smaug's solution](#)

**1177.**

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2017-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Smaug's solution](#)

**1178.**

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: bitmasks, trees

[Smaug's solution](#)

**1179.**

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2017-01-11 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[Smaug's solution](#)

**1180.**

134B

[Pairs of Numbers](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 1900 · first AC: 2016-08-27 · GNU C++ (first AC) · Tags: brute force, dfs and similar, math, number theory  
[Smaug's solution](#)

**1181.**

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers  
[Smaug's solution](#)

**1182.**

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers  
[Smaug's solution](#)

**1183.**

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games  
[Smaug's solution](#)

**1184.**

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[Smaug's solution](#)

**1185.**

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings  
[Smaug's solution](#)

**1186.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees  
[Smaug's solution](#)

**1187.**

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[Smaug's solution](#)

**1188.**

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: ternary search  
[Smaug's solution](#)

**1189.**

1090K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: math  
[Smaug's solution](#)

**1190.**

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: —

[Smaug's solution](#)

**1191.**

1090L

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

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: greedy, math

[Smaug's solution](#)

**1192.**

611D

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

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[Smaug's solution](#)

**1193.**

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[Smaug's solution](#)

**1194.**

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2018-08-30 · GNU C++11 (first AC) · Tags: dp, strings

[Smaug's solution](#)

**1195.**

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2018-08-06 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Smaug's solution](#)

**1196.**

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: math, number theory

[Smaug's solution](#)

**1197.**

730I

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

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2018-07-29 · GNU C++11 (first AC) · Tags: dp, flows, graphs, greedy

[Smaug's solution](#)

**1198.**

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Smaug's solution](#)

**1199.**

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: flows, graphs

[Smaug's solution](#)

**1200.**

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2000 · first AC: 2018-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Smaug's solution](#)

**1201.**

205E

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, probabilities

[Smaug's solution](#)

**1202.**

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Smaug's solution](#)

**1203.**

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Smaug's solution](#)

**1204.**

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,752 global accepts · Rating: 2000 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Smaug's solution](#)

**1205.**

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2018-06-14 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[Smaug's solution](#)

**1206.**

669E

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

Rating: 2000 · first AC: 2018-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Smaug's solution](#)

**1207.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2018-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Smaug's solution](#)

**1208.**

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2018-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Smaug's solution](#)

**1209.**

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2018-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Smaug's solution](#)

**1210.**

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[Smaug's solution](#)

**1211.**

314C

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

Quality: 2,004 global accepts · Rating: 2000 · first AC: 2018-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Smaug's solution](#)

**1212.**

515D

[Drazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Smaug's solution](#)

**1213.**

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees  
[Smaug's solution](#)

**1214.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[Smaug's solution](#)

**1215.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 2000 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Smaug's solution](#)

**1216.**

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[Smaug's solution](#)

**1217.**

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2018-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Smaug's solution](#)

**1218.**

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Smaug's solution](#)

**1219.**

381E

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

Rating: 2000 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Smaug's solution](#)

**1220.**

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Smaug's solution](#)

**1221.**

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[Smaug's solution](#)

**1222.**

368E

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, implementation

[Smaug's solution](#)

**1223.**

689E

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

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[Smaug's solution](#)

**1224.**

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, hashing, strings

[Smaug's solution](#)

**1225.**

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,873 global accepts · Rating: 2000 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: geometry

[Smaug's solution](#)

**1226.**

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2018-04-02 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Smaug's solution](#)

**1227.**

157E

[Cipher](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: dp, math

[Smaug's solution](#)

**1228.**

488D

[Strip](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-03-01 · GNU C++11 (first AC) · Tags: data structures, dp, two pointers

[Smaug's solution](#)

**1229.**

389E

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

Rating: 2000 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[Smaug's solution](#)

**1230.**

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[Smaug's solution](#)

**1231.**

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[Smaug's solution](#)

**1232.**

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,435 global accepts · Rating: 2000 · first AC: 2018-02-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Smaug's solution](#)

**1233.**

197D

[Infinite Maze](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing

[Smaug's solution](#)

### 1234.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[Smaug's solution](#)

### 1235.

267B

[Dominoes](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2000 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Smaug's solution](#)

### 1236.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[Smaug's solution](#)

### 1237.

450D

[Jzzhu and Cities](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-02-05 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[Smaug's solution](#)

### 1238.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2018-02-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Smaug's solution](#)

### 1239.

681D

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

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2018-02-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Smaug's solution](#)

### 1240.

542C

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

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[Smaug's solution](#)

### 1241.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2018-01-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[Smaug's solution](#)

### 1242.

514D

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

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2018-01-25 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[Smaug's solution](#)

### 1243.

214E

[Relay Race](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-01-25 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**1244.**

361D

[Levko and Array](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-01-24 · GNU C++11 (first AC) · Tags: binary search, dp

[Smaug's solution](#)

**1245.**

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2018-01-24 · GNU C++11 (first AC) · Tags: dp, strings

[Smaug's solution](#)

**1246.**

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[Smaug's solution](#)

**1247.**

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2018-01-18 · GNU C++11 (first AC) · Tags: dp, graphs

[Smaug's solution](#)

**1248.**

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2018-01-12 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[Smaug's solution](#)

**1249.**

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2018-01-03 · GNU C++11 (first AC) · Tags: binary search, divide and conquer, interactive

[Smaug's solution](#)

**1250.**

462D

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

Rating: 2000 · first AC: 2018-01-03 · GNU C++11 (first AC) · Tags: dp, graphs

[Smaug's solution](#)

**1251.**

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2018-01-01 · GNU C++11 (first AC) · Tags: graphs, implementation, shortest paths

[Smaug's solution](#)

**1252.**

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2017-12-31 · GNU C++11 (first AC) · Tags: math

[Smaug's solution](#)

**1253.**

114D

[Petr#](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-12-31 · GNU C++11 (first AC) · Tags: data structures, hashing, string suffix structures, strings

[Smaug's solution](#)

**1254.**

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2017-12-31 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, strings

[Smaug's solution](#)

**1255.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Smaug's solution](#)

**1256.**

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Smaug's solution](#)

**1257.**

495D

[Obsessive String](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-12-22 · GNU C++11 (first AC) · Tags: binary search, dp, strings

[Smaug's solution](#)

**1258.**

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2017-12-18 · GNU C++11 (first AC) · Tags: dfs and similar

[Smaug's solution](#)

**1259.**

803F

[Coprime Subsequences](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2017-12-15 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[Smaug's solution](#)

**1260.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2017-12-15 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[Smaug's solution](#)

**1261.**

454D

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

Rating: 2000 · first AC: 2017-12-15 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Smaug's solution](#)

**1262.**

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2017-12-14 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**1263.**

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Smaug's solution](#)

**1264.**

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 2000 · first AC: 2017-12-08 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers

[Smaug's solution](#)

**1265.**

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dp  
[Smaug's solution](#)

**1266.**

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2017-12-05 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths  
[Smaug's solution](#)

**1267.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2017-11-28 · GNU C++11 (first AC) · Tags: dp, math  
[Smaug's solution](#)

**1268.**

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-11-27 · GNU C++11 (first AC) · Tags: dp, sortings  
[Smaug's solution](#)

**1269.**

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2017-11-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, math, strings  
[Smaug's solution](#)

**1270.**

892D

[Gluttony](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[Smaug's solution](#)

**1271.**

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2017-11-15 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math  
[Smaug's solution](#)

**1272.**

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, math, two pointers  
[Smaug's solution](#)

**1273.**

194D

[Xor](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: —  
[Smaug's solution](#)

**1274.**

39A

[C\\*++ Calculations](#) · [Tutorial](#)

Quality: 794 global accepts · Rating: 2000 · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: expression parsing, greedy  
[Smaug's solution](#)

**1275.**

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees  
[Smaug's solution](#)

**1276.**

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2017-10-31 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Smaug's solution](#)

**1277.**

318D

[Ants](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-31 · GNU C++11 (first AC) · Tags: dfs and similar

[Smaug's solution](#)

**1278.**

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2017-10-19 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**1279.**

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[Smaug's solution](#)

**1280.**

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2000 · first AC: 2017-09-26 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Smaug's solution](#)

**1281.**

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,539 global accepts · Rating: 2000 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: binary search, dp, sortings

[Smaug's solution](#)

**1282.**

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2017-07-19 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Smaug's solution](#)

**1283.**

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2016-08-22 · GNU C++ (first AC) · Tags: dfs and similar, dp

[Smaug's solution](#)

**1284.**

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Smaug's solution](#)

**1285.**

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Smaug's solution](#)

**1286.**

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Smaug's solution](#)

**1287.**

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Smaug's solution](#)

**1288.**

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[Smaug's solution](#)

**1289.**

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Smaug's solution](#)

**1290.**

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Smaug's solution](#)

**1291.**

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, strings

[Smaug's solution](#)

**1292.**

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Smaug's solution](#)

**1293.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2018-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[Smaug's solution](#)

**1294.**

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: brute force, dp, meet-in-the-middle

[Smaug's solution](#)

**1295.**

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2018-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[Smaug's solution](#)

**1296.**

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-20 · GNU C++11 (first AC) · Tags: brute force, dp, math, number theory, trees

[Smaug's solution](#)

**1297.**

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

[Smaug's solution](#)

**1298.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 2100 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Smaug's solution](#)

**1299.**

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2018-08-10 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[Smaug's solution](#)

**1300.**

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2018-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[Smaug's solution](#)

**1301.**

546E

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

Quality: 4,313 global accepts · Rating: 2100 · first AC: 2018-07-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, math

[Smaug's solution](#)

**1302.**

498C

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

Quality: 4,189 global accepts · Rating: 2100 · first AC: 2018-07-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, number theory

[Smaug's solution](#)

**1303.**

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2018-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[Smaug's solution](#)

**1304.**

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Smaug's solution](#)

**1305.**

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Smaug's solution](#)

**1306.**

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Smaug's solution](#)

**1307.**

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2018-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Smaug's solution](#)

### 1308.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Smaug's solution](#)

### 1309.

400E

[Inna and Binary Logic](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2018-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[Smaug's solution](#)

### 1310.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2018-06-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Smaug's solution](#)

### 1311.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-07 · last AC: 2018-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[Smaug's solution](#)

### 1312.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, trees

[Smaug's solution](#)

### 1313.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Smaug's solution](#)

### 1314.

894E

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

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2018-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Smaug's solution](#)

### 1315.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2018-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Smaug's solution](#)

### 1316.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[Smaug's solution](#)

### 1317.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2018-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[Smaug's solution](#)

**1318.**

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[Smaug's solution](#)

**1319.**

985E

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

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Smaug's solution](#)

**1320.**

776E

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

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Smaug's solution](#)

**1321.**

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2018-05-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[Smaug's solution](#)

**1322.**

862E

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

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Smaug's solution](#)

**1323.**

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Smaug's solution](#)

**1324.**

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[Smaug's solution](#)

**1325.**

876E

[National Property](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[Smaug's solution](#)

**1326.**

146E

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

Rating: 2100 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Smaug's solution](#)

**1327.**

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2018-05-03 · last AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[Smaug's solution](#)

**1328.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2100 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[Smaug's solution](#)

**1329.**

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Smaug's solution](#)

**1330.**

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[Smaug's solution](#)

**1331.**

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Smaug's solution](#)

**1332.**

466E

[Information Graph](#) · [Tutorial](#)

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Smaug's solution](#)

**1333.**

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[Smaug's solution](#)

**1334.**

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Smaug's solution](#)

**1335.**

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[Smaug's solution](#)

**1336.**

577D

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

Rating: 2100 · first AC: 2018-03-25 · GNU C++11 (first AC) · Tags: —

[Smaug's solution](#)

**1337.**

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 2100 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**1338.**

373E

[Watching Fireworks is Fun](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**1339.**

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[Smaug's solution](#)

**1340.**

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2018-03-01 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[Smaug's solution](#)

**1341.**

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[Smaug's solution](#)

**1342.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2018-02-23 · GNU C++11 (first AC) · Tags: dp, math

[Smaug's solution](#)

**1343.**

789D

[Weird journey](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-02-22 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Smaug's solution](#)

**1344.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,271 global accepts · Rating: 2100 · first AC: 2018-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Smaug's solution](#)

**1345.**

386D

[Game with Points](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2100 · first AC: 2018-02-08 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, shortest paths

[Smaug's solution](#)

**1346.**

302D

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

Rating: 2100 · first AC: 2018-02-06 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, shortest paths

[Smaug's solution](#)

**1347.**

841D

[Leha and another game about graph](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Smaug's solution](#)

**1348.**

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[Smaug's solution](#)

**1349.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2018-01-30 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Smaug's solution](#)

**1350.**

519E

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

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2018-01-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[Smaug's solution](#)

**1351.**

544D

[Destroying Roads](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-01-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, shortest paths

[Smaug's solution](#)

**1352.**

284E

[Coin Troubles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-01-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[Smaug's solution](#)

**1353.**

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,243 global accepts · Rating: 2100 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Smaug's solution](#)

**1354.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[Smaug's solution](#)

**1355.**

456E

[Civilization](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Smaug's solution](#)

**1356.**

48E

[Ivan the Fool VS Gorynych the Dragon](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2100 · first AC: 2017-12-20 · GNU C++11 (first AC) · Tags: dp, games, graphs

[Smaug's solution](#)

**1357.**

56D

[Changing a String](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2017-12-14 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**1358.**

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[Smaug's solution](#)

**1359.**

602D

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

Rating: 2100 · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: math

[Smaug's solution](#)

**1360.**

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[Smaug's solution](#)

**1361.**

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Smaug's solution](#)

**1362.**

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2017-08-10 · GNU C++11 (first AC) · Tags: dp, games

[Smaug's solution](#)

**1363.**

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2017-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[Smaug's solution](#)

**1364.**

981E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · last AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[Smaug's solution](#)

**1365.**

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[Smaug's solution](#)

**1366.**

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-07 · last AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[Smaug's solution](#)

**1367.**

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Smaug's solution](#)

**1368.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Smaug's solution](#)

**1369.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Smaug's solution](#)

**1370.**

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Smaug's solution](#)

**1371.**

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[Smaug's solution](#)

**1372.**

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Smaug's solution](#)

**1373.**

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Smaug's solution](#)

**1374.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[Smaug's solution](#)

**1375.**

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Smaug's solution](#)

**1376.**

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[Smaug's solution](#)

**1377.**

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2018-11-02 · GNU C++11 (first AC) · Tags: data structures

[Smaug's solution](#)

**1378.**

1046D

[Interstellar battle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-10-29 · GNU C++11 (first AC) · Tags: —

[Smaug's solution](#)

**1379.**

1046A

[AI robots](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-10-29 · GNU C++11 (first AC) · Tags: data structures

[Smaug's solution](#)

**1380.**

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: graphs

[Smaug's solution](#)

**1381.**

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2018-08-30 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, graphs

[Smaug's solution](#)

**1382.**

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2018-08-11 · GNU C++11 (first AC) · Tags: flows

[Smaug's solution](#)

**1383.**

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2018-08-05 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Smaug's solution](#)

**1384.**

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2018-07-29 · GNU C++11 (first AC) · Tags: flows

[Smaug's solution](#)

**1385.**

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[Smaug's solution](#)

**1386.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2018-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Smaug's solution](#)

**1387.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2018-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Smaug's solution](#)

**1388.**

387D

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

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2018-06-29 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[Smaug's solution](#)

**1389.**

353E

[Antichain](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2200 · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, greedy

[Smaug's solution](#)

**1390.**

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2018-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Smaug's solution](#)

**1391.**

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2018-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Smaug's solution](#)

**1392.**

301D

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

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2018-06-04 · last AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Smaug's solution](#)

**1393.**

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Smaug's solution](#)

**1394.**

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Smaug's solution](#)

**1395.**

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Smaug's solution](#)

**1396.**

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2018-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Smaug's solution](#)

**1397.**

505D

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

Quality: 2,930 global accepts · Rating: 2200 · first AC: 2018-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[Smaug's solution](#)

**1398.**

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2018-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Smaug's solution](#)

**1399.**

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Smaug's solution](#)

**1400.**

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[Smaug's solution](#)

**1401.**

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2018-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Smaug's solution](#)

**1402.**

851E

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[Smaug's solution](#)

**1403.**

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Smaug's solution](#)

**1404.**

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math

[Smaug's solution](#)

**1405.**

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[Smaug's solution](#)

**1406.**

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2018-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry

[Smaug's solution](#)

**1407.**

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[Smaug's solution](#)

**1408.**

876F

[High Cry](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures

[Smaug's solution](#)

**1409.**

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Smaug's solution](#)

**1410.**

651E

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

Rating: 2200 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[Smaug's solution](#)

**1411.**

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, geometry, trees

[Smaug's solution](#)

**1412.**

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2018-02-21 · last AC: 2018-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Smaug's solution](#)

**1413.**

477C

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

Rating: 2200 · first AC: 2018-02-21 · last AC: 2018-02-21 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**1414.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2018-02-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Smaug's solution](#)

**1415.**

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2018-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Smaug's solution](#)

**1416.**

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2018-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

[Smaug's solution](#)

**1417.**

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, hashing, math

[Smaug's solution](#)

**1418.**

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: binary search, dp, trees

[Smaug's solution](#)

**1419.**

85C

[Petya and Tree](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2200 · first AC: 2018-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, probabilities, sortings, trees

[Smaug's solution](#)

**1420.**

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Smaug's solution](#)

**1421.**

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Smaug's solution](#)

**1422.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2018-02-05 · last AC: 2018-02-05 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Smaug's solution](#)

**1423.**

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-01-26 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Smaug's solution](#)

**1424.**

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[Smaug's solution](#)

**1425.**

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Smaug's solution](#)

**1426.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Smaug's solution](#)

**1427.**

591E

[Three States](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Smaug's solution](#)

**1428.**

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2017-12-20 · GNU C++11 (first AC) · Tags: hashing, strings

[Smaug's solution](#)

**1429.**

7D

[Palindrome Degree](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2017-12-20 · GNU C++11 (first AC) · Tags: hashing, strings

[Smaug's solution](#)

**1430.**

902D

[GCD of Polynomials](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: math

[Smaug's solution](#)

**1431.**

712D

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

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Smaug's solution](#)

**1432.**

554E

[Love Triangles](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-12-05 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Smaug's solution](#)

**1433.**

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[Smaug's solution](#)

**1434.**

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: dp, sortings

[Smaug's solution](#)

**1435.**

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2017-11-16 · GNU C++11 (first AC) · Tags: dp, implementation

[Smaug's solution](#)

**1436.**

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2017-10-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Smaug's solution](#)

**1437.**

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Smaug's solution](#)

**1438.**

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[Smaug's solution](#)

**1439.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[Smaug's solution](#)

**1440.**

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[Smaug's solution](#)

**1441.**

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-08 · last AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[Smaug's solution](#)

**1442.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Smaug's solution](#)

**1443.**

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Smaug's solution](#)

**1444.**

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2300 · first AC: 2019-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Smaug's solution](#)

**1445.**

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[Smaug's solution](#)

**1446.**

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[Smaug's solution](#)

**1447.**

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[Smaug's solution](#)

**1448.**

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Smaug's solution](#)

**1449.**

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Smaug's solution](#)

**1450.**

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[Smaug's solution](#)

**1451.**

305E

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

Quality: 731 global accepts · Rating: 2300 · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: games

[Smaug's solution](#)

**1452.**

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Smaug's solution](#)

**1453.**

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[Smaug's solution](#)

**1454.**

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Smaug's solution](#)

**1455.**

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2018-08-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Smaug's solution](#)

**1456.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2300 · first AC: 2018-08-05 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[Smaug's solution](#)

**1457.**

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing

[Smaug's solution](#)

**1458.**

488E

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

Rating: 2300 · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Smaug's solution](#)

**1459.**

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2018-07-29 · GNU C++11 (first AC) · Tags: dp, math

[Smaug's solution](#)

**1460.**

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2018-07-29 · GNU C++11 (first AC) · Tags: flows, graph matchings

[Smaug's solution](#)

**1461.**

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2018-07-23 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[Smaug's solution](#)

**1462.**

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: flows

[Smaug's solution](#)

**1463.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,752 global accepts · Rating: 2300 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[Smaug's solution](#)

**1464.**

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2018-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Smaug's solution](#)

**1465.**

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2018-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[Smaug's solution](#)

**1466.**

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2018-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Smaug's solution](#)

**1467.**

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Smaug's solution](#)

**1468.**

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2018-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Smaug's solution](#)

**1469.**

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2018-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Smaug's solution](#)

**1470.**

787D

[Legacy](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[Smaug's solution](#)

**1471.**

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Smaug's solution](#)

**1472.**

438D

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

Quality: 11,599 global accepts · Rating: 2300 · first AC: 2018-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Smaug's solution](#)

**1473.**

719E

[Sasha and Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[Smaug's solution](#)

**1474.**

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2018-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Smaug's solution](#)

**1475.**

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[Smaug's solution](#)

**1476.**

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2018-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[Smaug's solution](#)

**1477.**

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2018-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation

[Smaug's solution](#)

**1478.**

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Smaug's solution](#)

**1479.**

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[Smaug's solution](#)

**1480.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[Smaug's solution](#)

**1481.**

716D

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

Rating: 2300 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Smaug's solution](#)

**1482.**

870E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Smaug's solution](#)

**1483.**

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Smaug's solution](#)

**1484.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 2300 · first AC: 2018-03-17 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Smaug's solution](#)

**1485.**

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: combinatorics, math

[Smaug's solution](#)

**1486.**

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: 2300 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Smaug's solution](#)

**1487.**

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Smaug's solution](#)

**1488.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: dp, trees

[Smaug's solution](#)

**1489.**

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2018-01-26 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[Smaug's solution](#)

**1490.**

548E

[Mike and Foam](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-12-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Smaug's solution](#)

**1491.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2017-12-24 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Smaug's solution](#)

**1492.**

155E

[Double Profiles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: hashing, sortings

[Smaug's solution](#)

**1493.**

124E

[Brackets](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: —

[Smaug's solution](#)

**1494.**

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2017-12-01 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**1495.**

714E

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: dp, flows, sortings

[Smaug's solution](#)

**1496.**

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2017-10-01 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[Smaug's solution](#)

**1497.**

1186F

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

Quality: 998 global accepts · Rating: 2400 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[Smaug's solution](#)

**1498.**

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Smaug's solution](#)

**1499.**

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[Smaug's solution](#)

**1500.**

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[Smaug's solution](#)

**1501.**

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Smaug's solution](#)

**1502.**

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Smaug's solution](#)

**1503.**

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[Smaug's solution](#)

**1504.**

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[Smaug's solution](#)

**1505.**

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Smaug's solution](#)

**1506.**

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Smaug's solution](#)

**1507.**

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[Smaug's solution](#)

**1508.**

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Smaug's solution](#)

**1509.**

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle

[Smaug's solution](#)

**1510.**

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2019-01-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices

[Smaug's solution](#)

**1511.**

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · last AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[Smaug's solution](#)

**1512.**

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[Smaug's solution](#)

**1513.**

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2018-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Smaug's solution](#)

**1514.**

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Smaug's solution](#)

**1515.**

1090C

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

Quality: 571 global accepts · Rating: 2400 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[Smaug's solution](#)

**1516.**

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees

[Smaug's solution](#)

**1517.**

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[Smaug's solution](#)

**1518.**

1074D

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

Rating: 2400 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: data structures, dsu, hashing

[Smaug's solution](#)

**1519.**

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2018-11-01 · GNU C++11 (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[Smaug's solution](#)

**1520.**

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2018-10-31 · GNU C++11 (first AC) · Tags: dp, probabilities

[Smaug's solution](#)

**1521.**

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2018-10-26 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Smaug's solution](#)

**1522.**

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: data structures

[Smaug's solution](#)

**1523.**

273D

[Dima and Figure](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2400 · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Smaug's solution](#)

**1524.**

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[Smaug's solution](#)

**1525.**

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Smaug's solution](#)

**1526.**

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: flows, trees

[Smaug's solution](#)

**1527.**

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2400 · first AC: 2018-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Smaug's solution](#)

**1528.**

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[Smaug's solution](#)

**1529.**

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2018-06-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graph matchings, graphs

[Smaug's solution](#)

**1530.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Smaug's solution](#)

**1531.**

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Smaug's solution](#)

**1532.**

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[Smaug's solution](#)

**1533.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Smaug's solution](#)

**1534.**

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[Smaug's solution](#)

**1535.**

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2018-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Smaug's solution](#)

**1536.**

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2018-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Smaug's solution](#)

**1537.**

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[Smaug's solution](#)

**1538.**

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Smaug's solution](#)

**1539.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2018-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Smaug's solution](#)

**1540.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[Smaug's solution](#)

**1541.**

787E

[Till I Collapse](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Smaug's solution](#)

**1542.**

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2018-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Smaug's solution](#)

**1543.**

749E

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

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2018-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[Smaug's solution](#)

**1544.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2018-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Smaug's solution](#)

**1545.**

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Smaug's solution](#)

**1546.**

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2018-05-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation

[Smaug's solution](#)

**1547.**

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2018-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Smaug's solution](#)

**1548.**

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2018-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[Smaug's solution](#)

**1549.**

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Smaug's solution](#)

**1550.**

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2018-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Smaug's solution](#)

**1551.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 2400 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Smaug's solution](#)

**1552.**

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, two pointers

[Smaug's solution](#)

**1553.**

498D

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

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, number theory

[Smaug's solution](#)

**1554.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Smaug's solution](#)

**1555.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[Smaug's solution](#)

**1556.**

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2018-03-12 · last AC: 2018-03-12 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Smaug's solution](#)

**1557.**

29E

[Quarrel](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2400 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Smaug's solution](#)

**1558.**

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar,

graphs, greedy, trees

[Smaug's solution](#)

**1559.**

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[Smaug's solution](#)

**1560.**

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: data structures

[Smaug's solution](#)

**1561.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[Smaug's solution](#)

**1562.**

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · last AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Smaug's solution](#)

**1563.**

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Smaug's solution](#)

**1564.**

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[Smaug's solution](#)

**1565.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Smaug's solution](#)

**1566.**

1186E

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, implementation, math

[Smaug's solution](#)

**1567.**

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[Smaug's solution](#)

**1568.**

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Smaug's solution](#)

**1569.**

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Smaug's solution](#)

**1570.**

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Smaug's solution](#)

**1571.**

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Smaug's solution](#)

**1572.**

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Smaug's solution](#)

**1573.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Smaug's solution](#)

**1574.**

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2019-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, strings

[Smaug's solution](#)

**1575.**

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Smaug's solution](#)

**1576.**

295E

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

Quality: 818 global accepts · Rating: 2500 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Smaug's solution](#)

**1577.**

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Smaug's solution](#)

**1578.**

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Smaug's solution](#)

**1579.**

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[Smaug's solution](#)

**1580.**

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, implementation

[Smaug's solution](#)

**1581.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 2500 · first AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Smaug's solution](#)

**1582.**

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Smaug's solution](#)

**1583.**

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Smaug's solution](#)

**1584.**

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2018-10-27 · GNU C++11 (first AC) · Tags: data structures, strings

[Smaug's solution](#)

**1585.**

551E

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

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Smaug's solution](#)

**1586.**

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2018-08-30 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures

[Smaug's solution](#)

**1587.**

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2018-08-21 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Smaug's solution](#)

**1588.**

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2018-08-01 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, number theory

[Smaug's solution](#)

**1589.**

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: flows, graphs, greedy

[Smaug's solution](#)

**1590.**

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2018-07-22 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**1591.**

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2018-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Smaug's solution](#)

**1592.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Smaug's solution](#)

**1593.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Smaug's solution](#)

**1594.**

841E

[On the Bench](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Smaug's solution](#)

**1595.**

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2018-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Smaug's solution](#)

**1596.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2018-06-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs

[Smaug's solution](#)

**1597.**

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,571 global accepts · Rating: 2500 · first AC: 2018-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[Smaug's solution](#)

**1598.**

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Smaug's solution](#)

**1599.**

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2018-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Smaug's solution](#)

**1600.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Smaug's solution](#)

**1601.**

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Smaug's solution](#)**1602.**

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Smaug's solution](#)**1603.**

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

[Smaug's solution](#)**1604.**

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[Smaug's solution](#)**1605.**

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: dp, dsu, graphs

[Smaug's solution](#)**1606.**

508D

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

Quality: 4,230 global accepts · Rating: 2500 · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Smaug's solution](#)**1607.**

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Smaug's solution](#)**1608.**

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Smaug's solution](#)**1609.**

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Smaug's solution](#)**1610.**

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[Smaug's solution](#)**1611.**

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Smaug's solution](#)

### 1612.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Smaug's solution](#)

### 1613.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[Smaug's solution](#)

### 1614.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2019-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Smaug's solution](#)

### 1615.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Smaug's solution](#)

### 1616.

634E

[Preorder Test](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy

[Smaug's solution](#)

### 1617.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Smaug's solution](#)

### 1618.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[Smaug's solution](#)

### 1619.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2018-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Smaug's solution](#)

### 1620.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[Smaug's solution](#)

### 1621.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2018-08-31 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[Smaug's solution](#)

**1622.**

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Smaug's solution](#)

**1623.**

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, greedy

[Smaug's solution](#)

**1624.**

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2018-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[Smaug's solution](#)

**1625.**

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2018-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Smaug's solution](#)

**1626.**

925D

[Aztec Catacombs](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2600 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Smaug's solution](#)

**1627.**

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2018-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Smaug's solution](#)

**1628.**

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Smaug's solution](#)

**1629.**

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Smaug's solution](#)

**1630.**

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2018-02-20 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Smaug's solution](#)

**1631.**

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: binary search, dsu, geometry, graphs, sortings

[Smaug's solution](#)

**1632.**

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2018-01-23 · last AC: 2018-01-23 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Smaug's solution](#)

**1633.**

742E

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-01-18 · GNU C++11 (first AC) · Tags: graphs

[Smaug's solution](#)

**1634.**

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2019-03-15 · last AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Smaug's solution](#)

**1635.**

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Smaug's solution](#)

**1636.**

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Smaug's solution](#)

**1637.**

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Smaug's solution](#)

**1638.**

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Smaug's solution](#)

**1639.**

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[Smaug's solution](#)

**1640.**

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs

[Smaug's solution](#)

**1641.**

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2019-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Smaug's solution](#)

**1642.**

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Smaug's solution](#)

**1643.**

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, two pointers

[Smaug's solution](#)

**1644.**

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, string suffix structures

[Smaug's solution](#)

**1645.**

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[Smaug's solution](#)

**1646.**

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Smaug's solution](#)

**1647.**

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Smaug's solution](#)

**1648.**

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing

[Smaug's solution](#)

**1649.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Smaug's solution](#)

**1650.**

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[Smaug's solution](#)

**1651.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2018-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[Smaug's solution](#)

**1652.**

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2018-11-03 · GNU C++11 (first AC) · Tags: binary search, dsu, trees

[Smaug's solution](#)

**1653.**

477D

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

Quality: 593 global accepts · Rating: 2700 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: dp, strings

[Smaug's solution](#)

**1654.**

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Smaug's solution](#)

**1655.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Smaug's solution](#)

**1656.**

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2018-09-25 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Smaug's solution](#)

**1657.**

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2018-07-29 · GNU C++11 (first AC) · Tags: flows, graphs

[Smaug's solution](#)

**1658.**

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2018-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[Smaug's solution](#)

**1659.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2018-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Smaug's solution](#)

**1660.**

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2700 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[Smaug's solution](#)

**1661.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2018-06-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Smaug's solution](#)

**1662.**

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Smaug's solution](#)

**1663.**

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Smaug's solution](#)

**1664.**

1383E

[Strange Operation](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[Smaug's solution](#)

**1665.**

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs

[Smaug's solution](#)

**1666.**

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Smaug's solution](#)

**1667.**

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Smaug's solution](#)

**1668.**

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, trees

[Smaug's solution](#)

**1669.**

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2019-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Smaug's solution](#)

**1670.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees

[Smaug's solution](#)

**1671.**

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Smaug's solution](#)

**1672.**

283E

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

Quality: 856 global accepts · Rating: 2800 · first AC: 2018-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[Smaug's solution](#)

**1673.**

913F

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

Quality: 771 global accepts · Rating: 2800 · first AC: 2018-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities

[Smaug's solution](#)

**1674.**

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Smaug's solution](#)

**1675.**

301E

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

Quality: 406 global accepts · Rating: 2800 · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Smaug's solution](#)

**1676.**

461D

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

Quality: 401 global accepts · Rating: 2800 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[Smaug's solution](#)

**1677.**

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[Smaug's solution](#)

**1678.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2018-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Smaug's solution](#)

**1679.**

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2018-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[Smaug's solution](#)

**1680.**

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Smaug's solution](#)

**1681.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Smaug's solution](#)

**1682.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: dp

[Smaug's solution](#)

**1683.**

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2018-02-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Smaug's solution](#)

**1684.**

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2019-07-19 · last AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, math

[Smaug's solution](#)

**1685.**

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Smaug's solution](#)

**1686.**

862F

[Mahmoud and Ehab and the final stage](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 2900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[Smaug's solution](#)

**1687.**

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[Smaug's solution](#)

**1688.**

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Smaug's solution](#)

**1689.**

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2019-02-20 · last AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees

[Smaug's solution](#)

**1690.**

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Smaug's solution](#)

**1691.**

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Smaug's solution](#)

**1692.**

815E

[Karen and Neighborhood](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 2900 · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation

[Smaug's solution](#)

**1693.**

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2900 · first AC: 2018-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Smaug's solution](#)

**1694.**

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2018-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Smaug's solution](#)

**1695.**

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[Smaug's solution](#)

**1696.**

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Smaug's solution](#)

**1697.**

1078D

[Chattering](#) · [Tutorial](#)

Quality: 2900 · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Smaug's solution](#)

**1698.**

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2018-08-24 · GNU C++11 (first AC) · Tags: dp, games

[Smaug's solution](#)

**1699.**

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: data structures

[Smaug's solution](#)

**1700.**

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2018-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[Smaug's solution](#)

**1701.**

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Smaug's solution](#)

**1702.**

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Smaug's solution](#)

**1703.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 3000 · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Smaug's solution](#)

**1704.**

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2019-05-22 · last AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Smaug's solution](#)

**1705.**

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy

[Smaug's solution](#)

**1706.**

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[Smaug's solution](#)

**1707.**

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games

[Smaug's solution](#)

**1708.**

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[Smaug's solution](#)**1709.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Smaug's solution](#)**1710.**

418E

[Tricky Password](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2019-06-11 · last AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Smaug's solution](#)**1711.**

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Smaug's solution](#)**1712.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Smaug's solution](#)**1713.**

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, trees

[Smaug's solution](#)**1714.**

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Smaug's solution](#)**1715.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2019-01-20 · last AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Smaug's solution](#)**1716.**

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Smaug's solution](#)**1717.**

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Smaug's solution](#)**1718.**

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, binary search

[Smaug's solution](#)

**1719.**

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[Smaug's solution](#)

**1720.**

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[Smaug's solution](#)

**1721.**

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Smaug's solution](#)

**1722.**

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2019-05-23 · last AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games

[Smaug's solution](#)

**1723.**

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs

[Smaug's solution](#)

**1724.**

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[Smaug's solution](#)

**1725.**

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2019-01-03 · C++17 (GCC 7-32) (first AC) · Tags: games

[Smaug's solution](#)

**1726.**

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs

[Smaug's solution](#)

**1727.**

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2019-05-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, shortest paths

[Smaug's solution](#)

**1728.**

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Smaug's solution](#)

**1729.**

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,196 global accepts · Rating: 3400 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Smaug's solution](#)

**1730.**

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Smaug's solution](#)

**1731.**

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2019-06-20 · last AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Smaug's solution](#)

**1732.**

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Smaug's solution](#)

**1733.**

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, dfs and similar, divide and conquer, trees

[Smaug's solution](#)

**1734.**

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Smaug's solution](#)

**1735.**

100357I

[No Term Repetition Exactly One Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Smaug's solution](#)

**1736.**

100357E

[Yet Another Game with Words](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Smaug's solution](#)

**1737.**

100357B

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

Rating: — · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Smaug's solution](#)

**1738.**

100357A

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Smaug's solution](#)

**1739.**

392E

[Deleting Substrings](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: — · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Smaug's solution](#)

**1740.**

392D

[Three Arrays](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: — · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Smaug's solution](#)

**1741.**

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Smaug's solution](#)

**1742.**

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Smaug's solution](#)

**1743.**

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Smaug's solution](#)

**1744.**

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Smaug's solution](#)

**1745.**

101741F

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Smaug's solution](#)

**1746.**

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Smaug's solution](#)

**1747.**

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Smaug's solution](#)

**1748.**

101212D

[One Punch Man](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Smaug's solution](#)

**1749.**

101212F

[Batman and Robin](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Smaug's solution](#)

**1750.**

101212B

[Beautiful Factorial Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Smaug's solution](#)

**1751.**

101212C

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

Rating: — · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Smaug's solution](#)

**1752.**

101212A

[Guess the Queue](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Smaug's solution](#)

**1753.**

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Smaug's solution](#)

**1754.**

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · GNU C++11 (first AC) · Tags: —

[Smaug's solution](#)

**1755.**

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · GNU C++11 (first AC) · Tags: —

[Smaug's solution](#)

**1756.**

100373G

[Sergey's division](#) · [Tutorial](#)

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

[Smaug's solution](#)

**1757.**

100373F

[Sergey's columns](#) · [Tutorial](#)

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

[Smaug's solution](#)

**1758.**

100373E

[Sergey's game](#) · [Tutorial](#)

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

[Smaug's solution](#)

**1759.**

100373D

[Sergey and water](#) · [Tutorial](#)

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

[Smaug's solution](#)

**1760.**

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: — · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: data structures

[Smaug's solution](#)

**1761.**

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Smaug's solution](#)

**1762.**

undefined462

[Electrician](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-08 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Smaug's solution](#)

**1763.**

396A

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: — · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Smaug's solution](#)

**1764.**

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, trees

[Smaug's solution](#)

**1765.**

100733H

[Designation in the Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-01 · GNU C++11 (first AC) · Tags: —

[Smaug's solution](#)

**1766.**

394A

[Counting Sticks](#) · [Tutorial](#)

Quality: 2,738 global accepts · Rating: — · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: brute force, implementation

[Smaug's solution](#)

**1767.**

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-08 · FPC (first AC) · Tags: —

[Smaug's solution](#)

**1768.**

100989A

[LCS \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-08 · FPC (first AC) · Tags: —

[Smaug's solution](#)