

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

<https://cfelitetracker.vercel.app>

# Unique solved — Sonechko

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

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

Filters: none

Count: 2,664

1.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Sonechko's solution](#)

2.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,634 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

3.

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

4.

1454A

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

Quality: 44,059 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

[Sonechko's solution](#)

5.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Sonechko's solution](#)

6.

1348A

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

Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Sonechko's solution](#)

7.

1335A

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

Quality: 104,798 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

8.

1328A

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

Quality: 131,908 global accepts · Rating: 800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

9.

1312A

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

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

[Sonechko's solution](#)

10.

1305A

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

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

[Sonechko's solution](#)

**11.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

**12.**

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**13.**

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,703 global accepts · Rating: 800 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**14.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**15.**

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**16.**

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,343 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

**17.**

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

**18.**

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Sonechko's solution](#)

**19.**

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**20.**

1088A

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

Quality: 17,636 global accepts · Rating: 800 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Sonechko's solution](#)

**21.**

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Sonechko's solution](#)

**22.**

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

**23.**

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 800 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**24.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,433 global accepts · Rating: 800 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

**25.**

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,889 global accepts · Rating: 800 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

**26.**

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Sonechko's solution](#)

**27.**

1284A

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

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

[Sonechko's solution](#)

**28.**

1283A

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

Quality: 61,298 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

**29.**

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Sonechko's solution](#)

**30.**

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,027 global accepts · Rating: 800 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**31.**

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

**32.**

1104A

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

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Sonechko's solution](#)

**33.**

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 800 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Sonechko's solution](#)

**34.**

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,286 global accepts · Rating: 800 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

**35.**

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

**36.**

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**37.**

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Sonechko's solution](#)

**38.**

1191A

[Tokitsukaze and Enhancement](#) · [Tutorial](#)

Quality: 18,981 global accepts · Rating: 800 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Sonechko's solution](#)

**39.**

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,068 global accepts · Rating: 800 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

**40.**

1257A

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

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Sonechko's solution](#)

**41.**

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 800 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**42.**

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**43.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,799 global accepts · Rating: 800 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings  
[Sonechko's solution](#)

**44.**

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[Sonechko's solution](#)

**45.**

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[Sonechko's solution](#)

**46.**

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[Sonechko's solution](#)

**47.**

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,024 global accepts · Rating: 800 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**48.**

1196A

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

Quality: 29,128 global accepts · Rating: 800 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math  
[Sonechko's solution](#)

**49.**

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,427 global accepts · Rating: 800 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math  
[Sonechko's solution](#)

**50.**

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[Sonechko's solution](#)

**51.**

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**52.**

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,200 global accepts · Rating: 800 · first AC: 2019-10-25 · FPC (first AC) · Tags: implementation  
[Sonechko's solution](#)

**53.**

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,780 global accepts · Rating: 800 · first AC: 2019-10-25 · FPC (first AC) · Tags: implementation, math  
[Sonechko's solution](#)

**54.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,925 global accepts · Rating: 800 · first AC: 2019-10-25 · FPC (first AC) · Tags: implementation, strings  
[Sonechko's solution](#)

**55.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,238 global accepts · Rating: 800 · first AC: 2019-10-25 · FPC (first AC) · Tags: implementation  
[Sonechko's solution](#)

**56.**

294A

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

Quality: 28,390 global accepts · Rating: 800 · first AC: 2019-10-25 · FPC (first AC) · Tags: implementation, math  
[Sonechko's solution](#)

**57.**

38A

[Army](#) · [Tutorial](#)

Quality: 26,488 global accepts · Rating: 800 · first AC: 2019-10-25 · FPC (first AC) · Tags: implementation  
[Sonechko's solution](#)

**58.**

1249A

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

Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: math  
[Sonechko's solution](#)

**59.**

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[Sonechko's solution](#)

**60.**

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[Sonechko's solution](#)

**61.**

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math  
[Sonechko's solution](#)

**62.**

1234A

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

Quality: 29,554 global accepts · Rating: 800 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: math  
[Sonechko's solution](#)

**63.**

1228A

[Distinct Digits](#) · [Tutorial](#)

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

**64.**

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**65.**

1178A

[Prime Minister](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**66.**

1186A

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

Quality: 42,456 global accepts · Rating: 800 · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**67.**

1176A

[Divide it!](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**68.**

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**69.**

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**70.**

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,061 global accepts · Rating: 800 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sonechko's solution](#)

**71.**

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**72.**

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**73.**

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sonechko's solution](#)

**74.**

1136A

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

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**75.**

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sonechko's solution](#)

**76.**

1114A

[Got Any Grapes? · Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[Sonechko's solution](#)

**77.**

1093A

[Dice Rolling · Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: math  
[Sonechko's solution](#)

**78.**

1064A

[Make a triangle! · Tutorial](#)

Quality: 25,162 global accepts · Rating: 800 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math  
[Sonechko's solution](#)

**79.**

1106A

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

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**80.**

1009A

[Game Shopping · Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**81.**

1005A

[Tanya and Stairways · Tutorial](#)

Quality: 27,494 global accepts · Rating: 800 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**82.**

1108A

[Two distinct points · Tutorial](#)

Quality: 23,354 global accepts · Rating: 800 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**83.**

1015A

[Points in Segments · Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**84.**

245A

[System Administrator · Tutorial](#)

Quality: 9,133 global accepts · Rating: 800 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**85.**

1095A

[Repeating Cipher · Tutorial](#)

Quality: 36,490 global accepts · Rating: 800 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**86.**

1092B

[Teams Forming · Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[Sonechko's solution](#)

**87.**

177A2

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

Quality: 8,564 global accepts · Rating: 800 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**88.**

177A1

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

Quality: 11,501 global accepts · Rating: 800 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**89.**

1102A

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

Quality: 26,614 global accepts · Rating: 800 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sonechko's solution](#)

**90.**

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sonechko's solution](#)

**91.**

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**92.**

1097A

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

Quality: 43,806 global accepts · Rating: 800 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**93.**

1091A

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

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

[Sonechko's solution](#)

**94.**

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Sonechko's solution](#)

**95.**

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,983 global accepts · Rating: 800 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**96.**

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**97.**

1030A

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

Quality: 171,456 global accepts · Rating: 800 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**98.**

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sonechko's solution](#)

**99.**

1056A

[Determine Line](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**100.**

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 800 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Sonechko's solution](#)

**101.**

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,137 global accepts · Rating: 800 · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**102.**

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**103.**

1031A

[Golden Plate](#) · [Tutorial](#)

Quality: 13,396 global accepts · Rating: 800 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**104.**

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**105.**

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**106.**

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Sonechko's solution](#)

**107.**

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,368 global accepts · Rating: 800 · first AC: 2018-07-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Sonechko's solution](#)

**108.**

999A

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

Quality: 25,328 global accepts · Rating: 800 · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**109.**

992A

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

Quality: 14,316 global accepts · Rating: 800 · first AC: 2018-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
[Sonechko's solution](#)

**110.**

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,213 global accepts · Rating: 800 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**111.**

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,499 global accepts · Rating: 800 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[Sonechko's solution](#)

**112.**

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 800 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**113.**

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-22 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[Sonechko's solution](#)

**114.**

978B

[File Name](#) · [Tutorial](#)

Quality: 40,910 global accepts · Rating: 800 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[Sonechko's solution](#)

**115.**

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,731 global accepts · Rating: 800 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**116.**

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**117.**

977A

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

Quality: 217,490 global accepts · Rating: 800 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**118.**

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: math  
[Sonechko's solution](#)

**119.**

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: math  
[Sonechko's solution](#)

**120.**

959A

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

Quality: 55,668 global accepts · Rating: 800 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Sonechko's solution](#)

**121.**

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, math

[Sonechko's solution](#)

**122.**

818A

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

Quality: 7,788 global accepts · Rating: 800 · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**123.**

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**124.**

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**125.**

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Sonechko's solution](#)

**126.**

946A

[Partition](#) · [Tutorial](#)

Quality: 18,159 global accepts · Rating: 800 · first AC: 2018-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**127.**

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Sonechko's solution](#)

**128.**

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**129.**

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**130.**

935A

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

Quality: 47,234 global accepts · Rating: 800 · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**131.**

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,708 global accepts · Rating: 800 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Sonechko's solution](#)

**132.**

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**133.**

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Sonechko's solution](#)

**134.**

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,240 global accepts · Rating: 800 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**135.**

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Sonechko's solution](#)

**136.**

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,996 global accepts · Rating: 800 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[Sonechko's solution](#)

**137.**

899A

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

Quality: 11,097 global accepts · Rating: 800 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sonechko's solution](#)

**138.**

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**139.**

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Sonechko's solution](#)

**140.**

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,092 global accepts · Rating: 800 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**141.**

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Sonechko's solution](#)

**142.**

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[Sonechko's solution](#)

**143.**

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,266 global accepts · Rating: 800 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**144.**

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 800 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**145.**

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**146.**

873A

[Chores](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**147.**

859A

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

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**148.**

867A

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

Quality: 20,630 global accepts · Rating: 800 · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**149.**

855A

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

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

[Sonechko's solution](#)

**150.**

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Sonechko's solution](#)

**151.**

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,311 global accepts · Rating: 800 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**152.**

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**153.**

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sonechko's solution](#)

**154.**

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,647 global accepts · Rating: 800 · first AC: 2017-08-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**155.**

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Sonechko's solution](#)

**156.**

822A

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

Quality: 36,808 global accepts · Rating: 800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Sonechko's solution](#)

**157.**

821A

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

Quality: 8,987 global accepts · Rating: 800 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**158.**

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,435 global accepts · Rating: 800 · first AC: 2017-06-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**159.**

32B

[Borze](#) · [Tutorial](#)

Quality: 79,750 global accepts · Rating: 800 · first AC: 2017-06-20 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation

[Sonechko's solution](#)

**160.**

47A

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

Quality: 18,172 global accepts · Rating: 800 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Sonechko's solution](#)

**161.**

802G1

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

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

[Sonechko's solution](#)

**162.**

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**163.**

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**164.**

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,775 global accepts · Rating: 800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**165.**

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 800 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**166.**

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,820 global accepts · Rating: 800 · first AC: 2017-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**167.**

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,682 global accepts · Rating: 800 · first AC: 2017-04-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**168.**

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**169.**

760A

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

Quality: 8,644 global accepts · Rating: 800 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**170.**

791A

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

Quality: 257,215 global accepts · Rating: 800 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**171.**

780A

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

Quality: 22,784 global accepts · Rating: 800 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**172.**

785A

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

Quality: 110,954 global accepts · Rating: 800 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**173.**

770A

[New Password](#) · [Tutorial](#)

Quality: 21,735 global accepts · Rating: 800 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[Sonechko's solution](#)

**174.**

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, sortings

[Sonechko's solution](#)

**175.**

764A

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

Quality: 17,100 global accepts · Rating: 800 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Sonechko's solution](#)

**176.**

748A

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

Quality: 9,346 global accepts · Rating: 800 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**177.**

758A

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

Quality: 75,304 global accepts · Rating: 800 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**178.**

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory

[Sonechko's solution](#)

**179.**

101199A

[Bachgold Problem](#) · [Tutorial](#)

Rating: 800 · first AC: 2017-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**180.**

750A

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

Quality: 92,558 global accepts · Rating: 800 · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[Sonechko's solution](#)

**181.**

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Sonechko's solution](#)

**182.**

746A

[Compote](#) · [Tutorial](#)

Quality: 23,843 global accepts · Rating: 800 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**183.**

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,085 global accepts · Rating: 800 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Sonechko's solution](#)

**184.**

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

[Sonechko's solution](#)

**185.**

716A

[Crazy Computer](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**186.**

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

[Sonechko's solution](#)

**187.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,533 global accepts · Rating: 800 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**188.**

732A

[Buy a Shovel](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**189.**

731A

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

Quality: 53,209 global accepts · Rating: 800 · first AC: 2016-10-16 · GNU C++ (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**190.**

723A

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

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

[Sonechko's solution](#)

**191.**

721A

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

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

[Sonechko's solution](#)

**192.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,093 global accepts · Rating: 800 · first AC: 2016-09-11 · GNU C++ (first AC) · Tags: implementation

[Sonechko's solution](#)

**193.**

712A

[Memory and Crow](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**194.**

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

[Sonechko's solution](#)

**195.**

710A

[King Moves](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**196.**

707A

[Brain's Photos](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**197.**

703A

[Mishka and Game](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**198.**

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,019 global accepts · Rating: 800 · first AC: 2016-07-31 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[Sonechko's solution](#)

**199.**

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,806 global accepts · Rating: 800 · first AC: 2016-07-26 · GNU C++ (first AC) · Tags: implementation

[Sonechko's solution](#)

**200.**

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-07-26 · GNU C++ (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**201.**

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,416 global accepts · Rating: 800 · first AC: 2016-06-25 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**202.**

681A

[A Good Contest](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**203.**

678A

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

Quality: 15,165 global accepts · Rating: 800 · first AC: 2016-06-14 · GNU C++ (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**204.**

680A

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

Quality: 13,294 global accepts · Rating: 800 · first AC: 2016-06-09 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**205.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,601 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++ (first AC) · Tags: implementation

[Sonechko's solution](#)

**206.**

676A

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

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

[Sonechko's solution](#)

**207.**

22A

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

Quality: 27,086 global accepts · Rating: 800 · first AC: 2016-05-22 · GNU C++ (first AC) · Tags: brute force

[Sonechko's solution](#)

**208.**

672A

[Summer Camp](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**209.**

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,853 global accepts · Rating: 800 · first AC: 2016-05-09 · GNU C++ (first AC) · Tags: implementation

[Sonechko's solution](#)

**210.**

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: math

[Sonechko's solution](#)

**211.**

262A

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

Quality: 22,449 global accepts · Rating: 800 · first AC: 2015-03-05 · last AC: 2016-04-19 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**212.**

214A

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

Quality: 42,920 global accepts · Rating: 800 · first AC: 2016-04-18 · GNU C++ (first AC) · Tags: brute force

[Sonechko's solution](#)

**213.**

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 800 · first AC: 2016-04-16 · GNU C++ (first AC) · Tags: math, number theory

[Sonechko's solution](#)

**214.**

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: \*special, implementation, sortings

[Sonechko's solution](#)

**215.**

80A

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

Quality: 66,306 global accepts · Rating: 800 · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: brute force

[Sonechko's solution](#)

**216.**

658A

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

Quality: 7,696 global accepts · Rating: 800 · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: implementation

[Sonechko's solution](#)

**217.**

629A

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

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

[Sonechko's solution](#)

**218.**

630A

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

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

[Sonechko's solution](#)

**219.**

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2016-02-04 · FPC (first AC) · Tags: math

[Sonechko's solution](#)

**220.**

618A

[Slime Combining](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**221.**

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2016-01-26 · GNU C++ (first AC) · Tags: implementation

[Sonechko's solution](#)

**222.**

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,061 global accepts · Rating: 800 · first AC: 2016-01-26 · GNU C++ (first AC) · Tags: implementation

[Sonechko's solution](#)

**223.**

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,424 global accepts · Rating: 800 · first AC: 2016-01-25 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Sonechko's solution](#)

**224.**

617A

[Elephant](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**225.**

620A

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

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

[Sonechko's solution](#)

**226.**

615A

[Bulbs](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**227.**

599A

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

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

[Sonechko's solution](#)

**228.**

595A

[Vitaly and Night](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**229.**

581A

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

Quality: 84,958 global accepts · Rating: 800 · first AC: 2015-09-29 · FPC (first AC) · Tags: implementation, math  
[Sonechko's solution](#)

**230.**

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2015-08-30 · FPC (first AC) · Tags: brute force  
[Sonechko's solution](#)

**231.**

16A

[Flag](#) · [Tutorial](#)

Quality: 17,253 global accepts · Rating: 800 · first AC: 2015-08-25 · FPC (first AC) · Tags: implementation  
[Sonechko's solution](#)

**232.**

14A

[Letter](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 800 · first AC: 2015-08-25 · FPC (first AC) · Tags: implementation  
[Sonechko's solution](#)

**233.**

551A

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

Quality: 17,859 global accepts · Rating: 800 · first AC: 2015-06-29 · FPC (first AC) · Tags: brute force, implementation, sortings  
[Sonechko's solution](#)

**234.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,736 global accepts · Rating: 800 · first AC: 2015-05-27 · FPC (first AC) · Tags: brute force  
[Sonechko's solution](#)

**235.**

266A

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

Quality: 244,559 global accepts · Rating: 800 · first AC: 2015-05-27 · FPC (first AC) · Tags: implementation  
[Sonechko's solution](#)

**236.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,998 global accepts · Rating: 800 · first AC: 2015-05-27 · FPC (first AC) · Tags: implementation  
[Sonechko's solution](#)

**237.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,529 global accepts · Rating: 800 · first AC: 2015-05-27 · FPC (first AC) · Tags: implementation  
[Sonechko's solution](#)

**238.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,261 global accepts · Rating: 800 · first AC: 2015-05-27 · FPC (first AC) · Tags: brute force, greedy  
[Sonechko's solution](#)

**239.**

110A

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

Quality: 199,498 global accepts · Rating: 800 · first AC: 2015-05-27 · FPC (first AC) · Tags: implementation  
[Sonechko's solution](#)

**240.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,396 global accepts · Rating: 800 · first AC: 2015-05-27 · FPC (first AC) · Tags: constructive algorithms, implementation, math  
[Sonechko's solution](#)

**241.**

546A

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

Quality: 235,202 global accepts · Rating: 800 · first AC: 2015-05-24 · FPC (first AC) · Tags: brute force, implementation, math  
[Sonechko's solution](#)

**242.**

265A

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

Quality: 42,673 global accepts · Rating: 800 · first AC: 2015-05-21 · last AC: 2015-05-21 · GNU C++11 (first AC) · Tags: implementation  
[Sonechko's solution](#)

**243.**

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-04-30 · FPC (first AC) · Tags: implementation  
[Sonechko's solution](#)

**244.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,419 global accepts · Rating: 800 · first AC: 2015-03-23 · FPC (first AC) · Tags: implementation, math  
[Sonechko's solution](#)

**245.**

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2015-03-23 · last AC: 2015-03-23 · Delphi (first AC) · Tags: implementation  
[Sonechko's solution](#)

**246.**

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 800 · first AC: 2015-03-03 · FPC (first AC) · Tags: implementation  
[Sonechko's solution](#)

**247.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,532 global accepts · Rating: 800 · first AC: 2015-03-02 · FPC (first AC) · Tags: implementation, strings  
[Sonechko's solution](#)

**248.**

233A

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

Quality: 49,150 global accepts · Rating: 800 · first AC: 2015-02-27 · FPC (first AC) · Tags: implementation, math  
[Sonechko's solution](#)

**249.**

92A

[Chips](#) · [Tutorial](#)

Quality: 21,531 global accepts · Rating: 800 · first AC: 2015-02-27 · FPC (first AC) · Tags: implementation, math  
[Sonechko's solution](#)

**250.**

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 800 · first AC: 2015-02-19 · FPC (first AC) · Tags: implementation  
[Sonechko's solution](#)

**251.**

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,128 global accepts · Rating: 800 · first AC: 2015-02-19 · FPC (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**252.**

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · FPC (first AC) · Tags: constructive algorithms, math

[Sonechko's solution](#)

**253.**

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,912 global accepts · Rating: 800 · first AC: 2015-02-02 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**254.**

378A

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

Quality: 25,935 global accepts · Rating: 800 · first AC: 2015-01-22 · FPC (first AC) · Tags: brute force

[Sonechko's solution](#)

**255.**

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,818 global accepts · Rating: 800 · first AC: 2015-01-13 · FPC (first AC) · Tags: greedy, implementation, two pointers

[Sonechko's solution](#)

**256.**

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,442 global accepts · Rating: 800 · first AC: 2015-01-12 · FPC (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**257.**

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,011 global accepts · Rating: 800 · first AC: 2015-01-12 · FPC (first AC) · Tags: greedy, implementation, sortings

[Sonechko's solution](#)

**258.**

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2015-01-12 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**259.**

443A

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

Quality: 112,060 global accepts · Rating: 800 · first AC: 2015-01-10 · FPC (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**260.**

155A

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

Quality: 93,666 global accepts · Rating: 800 · first AC: 2014-12-21 · FPC (first AC) · Tags: brute force

[Sonechko's solution](#)

**261.**

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,406 global accepts · Rating: 800 · first AC: 2014-12-21 · FPC (first AC) · Tags: implementation, sortings, strings

[Sonechko's solution](#)

**262.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,206 global accepts · Rating: 800 · first AC: 2014-12-21 · FPC (first AC) · Tags: brute force

[Sonechko's solution](#)

**263.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,446 global accepts · Rating: 800 · first AC: 2014-12-21 · FPC (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**264.**

61A

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

Quality: 136,211 global accepts · Rating: 800 · first AC: 2014-12-21 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**265.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,330 global accepts · Rating: 800 · first AC: 2014-12-21 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**266.**

144A

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

Quality: 121,410 global accepts · Rating: 800 · first AC: 2014-12-21 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**267.**

266B

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

Quality: 166,080 global accepts · Rating: 800 · first AC: 2014-12-21 · FPC (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[Sonechko's solution](#)

**268.**

228A

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

Quality: 139,813 global accepts · Rating: 800 · first AC: 2014-12-18 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**269.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,029 global accepts · Rating: 800 · first AC: 2014-12-18 · FPC (first AC) · Tags: brute force, implementation, strings

[Sonechko's solution](#)

**270.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,350 global accepts · Rating: 800 · first AC: 2014-12-18 · FPC (first AC) · Tags: greedy, implementation, sortings, strings

[Sonechko's solution](#)

**271.**

281A

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

Quality: 270,985 global accepts · Rating: 800 · first AC: 2014-12-18 · FPC (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**272.**

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2014-12-18 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**273.**

112A

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

Quality: 287,251 global accepts · Rating: 800 · first AC: 2014-12-18 · FPC (first AC) · Tags: implementation, strings  
[Sonechko's solution](#)

**274.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,283 global accepts · Rating: 800 · first AC: 2014-12-18 · FPC (first AC) · Tags: implementation  
[Sonechko's solution](#)

**275.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,551 global accepts · Rating: 800 · first AC: 2014-12-18 · FPC (first AC) · Tags: implementation  
[Sonechko's solution](#)

**276.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,720 global accepts · Rating: 800 · first AC: 2014-12-18 · FPC (first AC) · Tags: greedy, math  
[Sonechko's solution](#)

**277.**

71A

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

Quality: 503,253 global accepts · Rating: 800 · first AC: 2014-12-18 · FPC (first AC) · Tags: strings  
[Sonechko's solution](#)

**278.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,470 global accepts · Rating: 800 · first AC: 2014-12-18 · FPC (first AC) · Tags: \*special, implementation  
[Sonechko's solution](#)

**279.**

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,562 global accepts · Rating: 800 · first AC: 2014-12-01 · FPC (first AC) · Tags: implementation  
[Sonechko's solution](#)

**280.**

486A

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

Quality: 154,146 global accepts · Rating: 800 · first AC: 2014-11-11 · FPC (first AC) · Tags: implementation, math  
[Sonechko's solution](#)

**281.**

472A

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

Quality: 70,773 global accepts · Rating: 800 · first AC: 2014-09-28 · FPC (first AC) · Tags: math, number theory  
[Sonechko's solution](#)

**282.**

469A

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

Quality: 121,199 global accepts · Rating: 800 · first AC: 2014-09-20 · FPC (first AC) · Tags: greedy, implementation  
[Sonechko's solution](#)

**283.**

467A

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

Quality: 155,938 global accepts · Rating: 800 · first AC: 2014-09-18 · FPC (first AC) · Tags: implementation  
[Sonechko's solution](#)

**284.**

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,673 global accepts · Rating: 800 · first AC: 2014-09-03 · FPC (first AC) · Tags: math, probabilities

[Sonechko's solution](#)

**285.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,851 global accepts · Rating: 800 · first AC: 2014-08-07 · FPC (first AC) · Tags: brute force, math

[Sonechko's solution](#)

**286.**

454A

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

Quality: 16,120 global accepts · Rating: 800 · first AC: 2014-08-01 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**287.**

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 800 · first AC: 2014-07-17 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**288.**

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2014-07-13 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**289.**

440A

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

Quality: 8,919 global accepts · Rating: 800 · first AC: 2014-06-03 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**290.**

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,509 global accepts · Rating: 800 · first AC: 2014-06-03 · FPC (first AC) · Tags: greedy, implementation, sortings

[Sonechko's solution](#)

**291.**

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,947 global accepts · Rating: 800 · first AC: 2014-05-21 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**292.**

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 800 · first AC: 2014-04-27 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**293.**

421A

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

Quality: 6,884 global accepts · Rating: 800 · first AC: 2014-04-22 · FPC (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**294.**

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,102 global accepts · Rating: 800 · first AC: 2014-04-15 · FPC (first AC) · Tags: \*special, implementation

[Sonechko's solution](#)

**295.**

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2014-03-10 · last AC: 2014-03-10 · FPC (first AC) · Tags: implementation, math  
[Sonechko's solution](#)

**296.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Sonechko's solution](#)

**297.**

1335B

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

Quality: 42,599 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[Sonechko's solution](#)

**298.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Sonechko's solution](#)

**299.**

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory  
[Sonechko's solution](#)

**300.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Sonechko's solution](#)

**301.**

1144B

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

Quality: 18,338 global accepts · Rating: 900 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[Sonechko's solution](#)

**302.**

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[Sonechko's solution](#)

**303.**

1175A

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

Quality: 19,766 global accepts · Rating: 900 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Sonechko's solution](#)

**304.**

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[Sonechko's solution](#)

**305.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Sonechko's solution](#)

**306.**

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Sonechko's solution](#)

**307.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Sonechko's solution](#)

**308.**

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Sonechko's solution](#)

**309.**

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Sonechko's solution](#)

**310.**

1238A

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

Quality: 28,060 global accepts · Rating: 900 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[Sonechko's solution](#)

**311.**

1206B

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

Quality: 29,511 global accepts · Rating: 900 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[Sonechko's solution](#)

**312.**

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Sonechko's solution](#)

**313.**

1282A

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

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Sonechko's solution](#)

**314.**

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings  
[Sonechko's solution](#)

**315.**

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,988 global accepts · Rating: 900 · first AC: 2019-10-26 · FPC (first AC) · Tags: greedy, implementation, sortings  
[Sonechko's solution](#)

**316.**

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2019-10-26 · FPC (first AC) · Tags: math, number theory  
[Sonechko's solution](#)

**317.**

313A

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

Quality: 65,043 global accepts · Rating: 900 · first AC: 2019-10-26 · FPC (first AC) · Tags: implementation, number theory

[Sonechko's solution](#)

**318.**

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,103 global accepts · Rating: 900 · first AC: 2019-10-25 · FPC (first AC) · Tags: math

[Sonechko's solution](#)

**319.**

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Sonechko's solution](#)

**320.**

1187A

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

Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sonechko's solution](#)

**321.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2019-05-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Sonechko's solution](#)

**322.**

1166A

[Silent Classroom](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**323.**

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Sonechko's solution](#)

**324.**

1141B

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

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

[Sonechko's solution](#)

**325.**

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Sonechko's solution](#)

**326.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sonechko's solution](#)

**327.**

1106C

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

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[Sonechko's solution](#)

**328.**

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[Sonechko's solution](#)

**329.**

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,386 global accepts · Rating: 900 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[Sonechko's solution](#)

**330.**

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**331.**

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**332.**

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**333.**

1079A

[Kitchen Utensils](#) · [Tutorial](#)

Rating: 900 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**334.**

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[Sonechko's solution](#)

**335.**

999B

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

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**336.**

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[Sonechko's solution](#)

**337.**

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[Sonechko's solution](#)

**338.**

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[Sonechko's solution](#)

**339.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,781 global accepts · Rating: 900 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[Sonechko's solution](#)

**340.**

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[Sonechko's solution](#)

**341.**

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**342.**

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,319 global accepts · Rating: 900 · first AC: 2018-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[Sonechko's solution](#)

**343.**

935B

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

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**344.**

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**345.**

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 900 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[Sonechko's solution](#)

**346.**

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  
[Sonechko's solution](#)

**347.**

916A

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

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[Sonechko's solution](#)

**348.**

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  
[Sonechko's solution](#)

**349.**

903A

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

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[Sonechko's solution](#)

**350.**

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**351.**

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**352.**

11A

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

Quality: 15,495 global accepts · Rating: 900 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Sonechko's solution](#)

**353.**

870A

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

Quality: 10,787 global accepts · Rating: 900 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**354.**

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sonechko's solution](#)

**355.**

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 900 · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**356.**

868A

[Bark to Unlock](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**357.**

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**358.**

847G

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

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

[Sonechko's solution](#)

**359.**

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**360.**

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2017-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**361.**

820A

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

Quality: 8,567 global accepts · Rating: 900 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**362.**

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**363.**

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,565 global accepts · Rating: 900 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**364.**

814A

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

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Sonechko's solution](#)

**365.**

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**366.**

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**367.**

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,248 global accepts · Rating: 900 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Sonechko's solution](#)

**368.**

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**369.**

616A

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

Quality: 10,830 global accepts · Rating: 900 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**370.**

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 900 · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Sonechko's solution](#)

**371.**

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Sonechko's solution](#)

**372.**

768A

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

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

**373.**

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[Sonechko's solution](#)

**374.**

115A

[Party](#) · [Tutorial](#)

Quality: 43,354 global accepts · Rating: 900 · first AC: 2016-01-25 · last AC: 2017-02-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees  
[Sonechko's solution](#)

**375.**

764B

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

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[Sonechko's solution](#)

**376.**

747B

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

Quality: 9,641 global accepts · Rating: 900 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[Sonechko's solution](#)

**377.**

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,889 global accepts · Rating: 900 · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[Sonechko's solution](#)

**378.**

745A

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

Quality: 10,988 global accepts · Rating: 900 · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[Sonechko's solution](#)

**379.**

738A

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

Rating: 900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: implementation, strings  
[Sonechko's solution](#)

**380.**

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,962 global accepts · Rating: 900 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: implementation  
[Sonechko's solution](#)

**381.**

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  
[Sonechko's solution](#)

**382.**

697A

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

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

[Sonechko's solution](#)

**383.**

670A

[Holidays](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**384.**

653A

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

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

[Sonechko's solution](#)

**385.**

631A

[Interview](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**386.**

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2016-02-10 · GNU C++ (first AC) · Tags: implementation

[Sonechko's solution](#)

**387.**

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

[Sonechko's solution](#)

**388.**

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2016-01-27 · GNU C++ (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**389.**

199A

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

Quality: 30,290 global accepts · Rating: 900 · first AC: 2016-01-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[Sonechko's solution](#)

**390.**

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2016-01-26 · GNU C++ (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**391.**

137A

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

Quality: 7,834 global accepts · Rating: 900 · first AC: 2016-01-26 · GNU C++ (first AC) · Tags: implementation

[Sonechko's solution](#)

**392.**

168A

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

Quality: 11,506 global accepts · Rating: 900 · first AC: 2016-01-26 · GNU C++ (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**393.**

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 900 · first AC: 2016-01-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings  
[Sonechko's solution](#)

**394.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,217 global accepts · Rating: 900 · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: math  
[Sonechko's solution](#)

**395.**

373A

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

Quality: 11,465 global accepts · Rating: 900 · first AC: 2016-01-24 · FPC (first AC) · Tags: implementation  
[Sonechko's solution](#)

**396.**

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2016-01-09 · FPC (first AC) · Tags: implementation  
[Sonechko's solution](#)

**397.**

94A

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

Quality: 12,266 global accepts · Rating: 900 · first AC: 2015-12-08 · FPC (first AC) · Tags: implementation, strings  
[Sonechko's solution](#)

**398.**

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 900 · first AC: 2015-10-26 · FPC (first AC) · Tags: implementation, math  
[Sonechko's solution](#)

**399.**

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2015-10-15 · FPC (first AC) · Tags: greedy  
[Sonechko's solution](#)

**400.**

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,591 global accepts · Rating: 900 · first AC: 2015-10-12 · FPC (first AC) · Tags: implementation  
[Sonechko's solution](#)

**401.**

580A

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

Quality: 104,685 global accepts · Rating: 900 · first AC: 2015-09-22 · FPC (first AC) · Tags: brute force, dp, implementation  
[Sonechko's solution](#)

**402.**

205A

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

Quality: 25,227 global accepts · Rating: 900 · first AC: 2015-08-31 · FPC (first AC) · Tags: brute force, implementation  
[Sonechko's solution](#)

**403.**

16B

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

Quality: 20,767 global accepts · Rating: 900 · first AC: 2015-08-25 · FPC (first AC) · Tags: greedy, implementation, sortings  
[Sonechko's solution](#)

**404.**

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2015-08-22 · FPC (first AC) · Tags: sortings

[Sonechko's solution](#)

**405.**

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,975 global accepts · Rating: 900 · first AC: 2015-08-05 · FPC (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**406.**

556A

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

Quality: 46,391 global accepts · Rating: 900 · first AC: 2015-06-30 · FPC (first AC) · Tags: greedy

[Sonechko's solution](#)

**407.**

554A

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

Quality: 14,490 global accepts · Rating: 900 · first AC: 2015-06-30 · FPC (first AC) · Tags: brute force, math, strings

[Sonechko's solution](#)

**408.**

549A

[Face Detection](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**409.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,716 global accepts · Rating: 900 · first AC: 2015-05-27 · FPC (first AC) · Tags: greedy, sortings

[Sonechko's solution](#)

**410.**

34B

[Sale](#) · [Tutorial](#)

Quality: 66,028 global accepts · Rating: 900 · first AC: 2015-05-21 · FPC (first AC) · Tags: greedy, sortings

[Sonechko's solution](#)

**411.**

263B

[Squares](#) · [Tutorial](#)

Quality: 9,780 global accepts · Rating: 900 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Sonechko's solution](#)

**412.**

545A

[Toy Cars](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**413.**

152A

[Marks](#) · [Tutorial](#)

Quality: 18,618 global accepts · Rating: 900 · first AC: 2015-03-24 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**414.**

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,591 global accepts · Rating: 900 · first AC: 2015-03-20 · FPC (first AC) · Tags: geometry

[Sonechko's solution](#)

**415.**

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,425 global accepts · Rating: 900 · first AC: 2015-03-13 · FPC (first AC) · Tags: implementation, sortings, strings

[Sonechko's solution](#)

**416.**

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 900 · first AC: 2015-03-03 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**417.**

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,467 global accepts · Rating: 900 · first AC: 2015-03-03 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**418.**

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,767 global accepts · Rating: 900 · first AC: 2015-03-03 · FPC (first AC) · Tags: number theory

[Sonechko's solution](#)

**419.**

519A

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

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

[Sonechko's solution](#)

**420.**

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,543 global accepts · Rating: 900 · first AC: 2015-02-19 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**421.**

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,422 global accepts · Rating: 900 · first AC: 2015-01-22 · FPC (first AC) · Tags: brute force, greedy

[Sonechko's solution](#)

**422.**

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,064 global accepts · Rating: 900 · first AC: 2015-01-22 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**423.**

369A

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

Quality: 12,220 global accepts · Rating: 900 · first AC: 2015-01-12 · FPC (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**424.**

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2015-01-12 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**425.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,904 global accepts · Rating: 900 · first AC: 2014-12-21 · FPC (first AC) · Tags: greedy

[Sonechko's solution](#)

**426.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,062 global accepts · Rating: 900 · first AC: 2014-12-21 · FPC (first AC) · Tags: strings

[Sonechko's solution](#)

**427.**

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2014-12-21 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**428.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,007 global accepts · Rating: 900 · first AC: 2014-12-18 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**429.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,648 global accepts · Rating: 900 · first AC: 2014-12-18 · FPC (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**430.**

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2014-12-17 · FPC (first AC) · Tags: brute force, implementation, math

[Sonechko's solution](#)

**431.**

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,686 global accepts · Rating: 900 · first AC: 2014-10-06 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**432.**

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2014-09-07 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**433.**

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2014-08-21 · FPC (first AC) · Tags: brute force, implementation, math

[Sonechko's solution](#)

**434.**

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 900 · first AC: 2014-08-09 · FPC (first AC) · Tags: brute force, geometry

[Sonechko's solution](#)

**435.**

439A

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

Quality: 26,622 global accepts · Rating: 900 · first AC: 2014-06-05 · FPC (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**436.**

424A

[Squats](#) · [Tutorial](#)

Quality: 9,186 global accepts · Rating: 900 · first AC: 2014-04-25 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**437.**

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2014-04-18 · FPC (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**438.**

412B

[Network Configuration](#) · [Tutorial](#)

Quality: 6,357 global accepts · Rating: 900 · first AC: 2014-04-18 · FPC (first AC) · Tags: greedy, sortings

[Sonechko's solution](#)

**439.**

415A

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

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

[Sonechko's solution](#)

**440.**

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,983 global accepts · Rating: 900 · first AC: 2014-03-30 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**441.**

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,478 global accepts · Rating: 900 · first AC: 2014-03-22 · FPC (first AC) · Tags: greedy, implementation, sortings

[Sonechko's solution](#)

**442.**

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Sonechko's solution](#)

**443.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Sonechko's solution](#)

**444.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Sonechko's solution](#)

**445.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,050 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Sonechko's solution](#)

**446.**

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1000 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Sonechko's solution](#)

**447.**

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1000 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Sonechko's solution](#)

**448.**

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**449.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

**450.**

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**451.**

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 1000 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**452.**

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**453.**

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Sonechko's solution](#)

**454.**

1204A

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

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

**455.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,576 global accepts · Rating: 1000 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Sonechko's solution](#)

**456.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Sonechko's solution](#)

**457.**

1266A

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

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[Sonechko's solution](#)

**458.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**459.**

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Sonechko's solution](#)

**460.**

1243B1

[Character Swap \(Easy Version\) · Tutorial](#)

Quality: 15,359 global accepts · Rating: 1000 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Sonechko's solution](#)

**461.**

1256A

[Payment Without Change · Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

**462.**

127B

[Canvas Frames · Tutorial](#)

Quality: 10,429 global accepts · Rating: 1000 · first AC: 2019-10-26 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**463.**

221A

[Little Elephant and Function · Tutorial](#)

Quality: 16,802 global accepts · Rating: 1000 · first AC: 2019-10-26 · FPC (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**464.**

17A

[Noldbach problem · Tutorial](#)

Quality: 21,401 global accepts · Rating: 1000 · first AC: 2019-10-26 · FPC (first AC) · Tags: brute force, math, number theory

[Sonechko's solution](#)

**465.**

75A

[Life Without Zeros · Tutorial](#)

Quality: 29,722 global accepts · Rating: 1000 · first AC: 2019-10-25 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**466.**

268B

[Buttons · Tutorial](#)

Quality: 35,784 global accepts · Rating: 1000 · first AC: 2019-10-25 · FPC (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**467.**

118A

[String Task · Tutorial](#)

Quality: 231,429 global accepts · Rating: 1000 · first AC: 2019-10-25 · FPC (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**468.**

1036A

[Function Height · Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

**469.**

1249B1

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

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math

[Sonechko's solution](#)

**470.**

1040A

[Palindrome Dance · Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**471.**

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Sonechko's solution](#)

**472.**

1237A

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

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

[Sonechko's solution](#)

**473.**

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Sonechko's solution](#)

**474.**

1234B1

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

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

[Sonechko's solution](#)

**475.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Sonechko's solution](#)

**476.**

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Sonechko's solution](#)

**477.**

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,125 global accepts · Rating: 1000 · first AC: 2019-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Sonechko's solution](#)

**478.**

1020A

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

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2019-05-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sonechko's solution](#)

**479.**

1140A

[Detective Book](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**480.**

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**481.**

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,471 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**482.**

1136B

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

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

[Sonechko's solution](#)

**483.**

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sonechko's solution](#)

**484.**

1101A

[Minimum Integer](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**485.**

177B1

[Rectangular Game](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1000 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Sonechko's solution](#)

**486.**

1027A

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

Quality: 18,802 global accepts · Rating: 1000 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**487.**

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**488.**

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**489.**

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Sonechko's solution](#)

**490.**

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**491.**

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**492.**

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**493.**

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sonechko's solution](#)

**494.**

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sonechko's solution](#)

**495.**

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**496.**

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**497.**

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Sonechko's solution](#)

**498.**

979A

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

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sonechko's solution](#)

**499.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,823 global accepts · Rating: 1000 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Sonechko's solution](#)

**500.**

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Sonechko's solution](#)

**501.**

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1000 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**502.**

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**503.**

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**504.**

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Sonechko's solution](#)

**505.**

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**506.**

890B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**507.**

890A

[ACM ICPC](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Sonechko's solution](#)

**508.**

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**509.**

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**510.**

859B

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

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[Sonechko's solution](#)

**511.**

864B

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

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

[Sonechko's solution](#)

**512.**

864A

[Fair Game](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**513.**

862A

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

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**514.**

847M

[Weather Tomorrow](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**515.**

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**516.**

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**517.**

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Sonechko's solution](#)

**518.**

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1000 · first AC: 2017-08-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**519.**

816A

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

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**520.**

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Sonechko's solution](#)

**521.**

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,942 global accepts · Rating: 1000 · first AC: 2017-06-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**522.**

284B

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

Quality: 7,365 global accepts · Rating: 1000 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**523.**

143A

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

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Sonechko's solution](#)

**524.**

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**525.**

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1000 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**526.**

805C

[Find Amir](#) · [Tutorial](#)

Quality: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Sonechko's solution](#)

**527.**

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Sonechko's solution](#)

**528.**

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sonechko's solution](#)

**529.**

798A

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

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[Sonechko's solution](#)

**530.**

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2017-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**531.**

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2017-04-13 · GNU C++ (first AC) · Tags: geometry, sortings

[Sonechko's solution](#)

**532.**

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Sonechko's solution](#)

**533.**

753A

[Santa Claus and Candies](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Sonechko's solution](#)

**534.**

779A

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

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Sonechko's solution](#)

**535.**

766B

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

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[Sonechko's solution](#)

**536.**

766A

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

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings  
[Sonechko's solution](#)

**537.**

761A

[Dasha and Stairs](#) · [Tutorial](#)

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

**538.**

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**539.**

742A

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

Quality: 51,982 global accepts · Rating: 1000 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory  
[Sonechko's solution](#)

**540.**

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  
[Sonechko's solution](#)

**541.**

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation  
[Sonechko's solution](#)

**542.**

732B

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

Quality: 25,769 global accepts · Rating: 1000 · first AC: 2016-10-17 · GNU C++ (first AC) · Tags: dp, greedy  
[Sonechko's solution](#)

**543.**

727A

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

Quality: 18,024 global accepts · Rating: 1000 · first AC: 2016-10-15 · GNU C++ (first AC) · Tags: brute force, dfs and similar, math  
[Sonechko's solution](#)

**544.**

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: implementation  
[Sonechko's solution](#)

**545.**

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-07-31 · GNU C++ (first AC) · Tags: constructive algorithms, math  
[Sonechko's solution](#)

**546.**

699A

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

Quality: 18,844 global accepts · Rating: 1000 · first AC: 2016-07-19 · GNU C++ (first AC) · Tags: implementation  
[Sonechko's solution](#)

**547.**

691A

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

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2016-07-13 · GNU C++ (first AC) · Tags: implementation

[Sonechko's solution](#)

**548.**

680B

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

Quality: 26,243 global accepts · Rating: 1000 · first AC: 2016-06-09 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**549.**

336A

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

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2016-05-14 · GNU C++ (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**550.**

672B

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

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

[Sonechko's solution](#)

**551.**

670B

[Game of Robots](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**552.**

669B

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

Rating: 1000 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**553.**

265B

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

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2016-04-17 · GNU C++ (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**554.**

660B

[Seating On Bus](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**555.**

659A

[Round House](#) · [Tutorial](#)

Quality: 16,827 global accepts · Rating: 1000 · first AC: 2016-04-07 · GNU C++ (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**556.**

652B

[z-sort](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**557.**

644A

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

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

[Sonechko's solution](#)

**558.**

637A

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

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, implementation

[Sonechko's solution](#)

**559.**

628A

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

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

[Sonechko's solution](#)

**560.**

626A

[Robot Sequence](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**561.**

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-10 · GNU C++ (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**562.**

357A

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

Quality: 7,682 global accepts · Rating: 1000 · first AC: 2016-01-26 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Sonechko's solution](#)

**563.**

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,506 global accepts · Rating: 1000 · first AC: 2016-01-25 · GNU C++11 (first AC) · Tags: implementation

[Sonechko's solution](#)

**564.**

368A

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

Quality: 7,977 global accepts · Rating: 1000 · first AC: 2016-01-25 · GNU C++11 (first AC) · Tags: implementation

[Sonechko's solution](#)

**565.**

620B

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

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

[Sonechko's solution](#)

**566.**

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,555 global accepts · Rating: 1000 · first AC: 2016-01-14 · FPC (first AC) · Tags: combinatorics, math

[Sonechko's solution](#)

**567.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-01-11 · FPC (first AC) · Tags: games, greedy

[Sonechko's solution](#)

**568.**

608A

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

Quality: 9,916 global accepts · Rating: 1000 · first AC: 2015-12-23 · FPC (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**569.**

604A

[Uncowed Forces](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**570.**

584A

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

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2015-10-12 · FPC (first AC) · Tags: math

[Sonechko's solution](#)

**571.**

583A

[Asphalting Roads](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**572.**

577A

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

Quality: 45,285 global accepts · Rating: 1000 · first AC: 2015-09-19 · FPC (first AC) · Tags: implementation, number theory

[Sonechko's solution](#)

**573.**

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,928 global accepts · Rating: 1000 · first AC: 2015-09-16 · FPC (first AC) · Tags: bitmasks

[Sonechko's solution](#)

**574.**

389A

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

Quality: 14,977 global accepts · Rating: 1000 · first AC: 2015-08-25 · FPC (first AC) · Tags: greedy, math

[Sonechko's solution](#)

**575.**

14B

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

Quality: 8,305 global accepts · Rating: 1000 · first AC: 2015-08-25 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**576.**

560A

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

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2015-07-22 · FPC (first AC) · Tags: implementation, sortings

[Sonechko's solution](#)

**577.**

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-06-29 · FPC (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**578.**

450A

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

Quality: 44,407 global accepts · Rating: 1000 · first AC: 2015-05-27 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**579.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,485 global accepts · Rating: 1000 · first AC: 2015-05-27 · FPC (first AC) · Tags: greedy, sortings

[Sonechko's solution](#)

**580.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,796 global accepts · Rating: 1000 · first AC: 2015-05-27 · FPC (first AC) · Tags: brute force, number theory

[Sonechko's solution](#)

**581.**

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,679 global accepts · Rating: 1000 · first AC: 2015-05-21 · FPC (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**582.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,364 global accepts · Rating: 1000 · first AC: 2015-05-21 · FPC (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**583.**

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2015-04-14 · FPC (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**584.**

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1000 · first AC: 2015-03-14 · FPC (first AC) · Tags: brute force

[Sonechko's solution](#)

**585.**

165A

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

Quality: 26,274 global accepts · Rating: 1000 · first AC: 2015-03-13 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**586.**

322A

[Ciel and Dancing](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**587.**

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2015-03-03 · FPC (first AC) · Tags: math

[Sonechko's solution](#)

**588.**

43A

[Football](#) · [Tutorial](#)

Quality: 69,167 global accepts · Rating: 1000 · first AC: 2015-03-03 · FPC (first AC) · Tags: strings

[Sonechko's solution](#)

**589.**

259A

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

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2015-03-03 · FPC (first AC) · Tags: brute force, strings

[Sonechko's solution](#)

**590.**

219A

[k-String](#) · [Tutorial](#)

Quality: 32,316 global accepts · Rating: 1000 · first AC: 2015-03-03 · FPC (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**591.**

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2015-02-17 · FPC (first AC) · Tags: math

[Sonechko's solution](#)

**592.**

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-01-23 · FPC (first AC) · Tags: greedy, implementation, sortings

[Sonechko's solution](#)

**593.**

385A

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

Quality: 17,325 global accepts · Rating: 1000 · first AC: 2015-01-22 · FPC (first AC) · Tags: brute force, greedy, implementation

[Sonechko's solution](#)

**594.**

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2015-01-13 · FPC (first AC) · Tags: brute force, implementation, math

[Sonechko's solution](#)

**595.**

441A

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

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2015-01-13 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**596.**

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,023 global accepts · Rating: 1000 · first AC: 2015-01-12 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**597.**

124A

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

Quality: 44,206 global accepts · Rating: 1000 · first AC: 2015-01-12 · FPC (first AC) · Tags: math

[Sonechko's solution](#)

**598.**

339B

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

Quality: 81,375 global accepts · Rating: 1000 · first AC: 2015-01-10 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**599.**

118B

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

Quality: 34,583 global accepts · Rating: 1000 · first AC: 2015-01-10 · FPC (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**600.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,281 global accepts · Rating: 1000 · first AC: 2015-01-10 · FPC (first AC) · Tags: brute force, math

[Sonechko's solution](#)

**601.**

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2015-01-10 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**602.**

500A

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

Quality: 62,694 global accepts · Rating: 1000 · first AC: 2014-12-30 · FPC (first AC) · Tags: dfs and similar, graphs, implementation

[Sonechko's solution](#)

**603.**

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,830 global accepts · Rating: 1000 · first AC: 2014-12-24 · FPC (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**604.**

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1000 · first AC: 2014-12-24 · FPC (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**605.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,993 global accepts · Rating: 1000 · first AC: 2014-12-21 · FPC (first AC) · Tags: greedy, strings

[Sonechko's solution](#)

**606.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,976 global accepts · Rating: 1000 · first AC: 2014-12-18 · FPC (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**607.**

476A

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

Quality: 51,613 global accepts · Rating: 1000 · first AC: 2014-10-12 · FPC (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**608.**

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2014-09-07 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**609.**

462A

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

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

[Sonechko's solution](#)

**610.**

5A

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

Quality: 11,124 global accepts · Rating: 1000 · first AC: 2014-08-07 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**611.**

3A

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

Quality: 22,144 global accepts · Rating: 1000 · first AC: 2014-08-02 · FPC (first AC) · Tags: greedy, shortest paths

[Sonechko's solution](#)

**612.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,219 global accepts · Rating: 1000 · first AC: 2014-08-02 · FPC (first AC) · Tags: math

[Sonechko's solution](#)

**613.**

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-07-27 · FPC (first AC) · Tags: brute force, implementation, strings  
[Sonechko's solution](#)

**614.**

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2014-07-13 · FPC (first AC) · Tags: greedy, implementation  
[Sonechko's solution](#)

**615.**

435A

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

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2014-05-30 · FPC (first AC) · Tags: implementation  
[Sonechko's solution](#)

**616.**

421B

[Start Up](#) · [Tutorial](#)

Rating: 1000 · first AC: 2014-04-22 · FPC (first AC) · Tags: implementation  
[Sonechko's solution](#)

**617.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,266 global accepts · Rating: 1000 · first AC: 2014-04-16 · FPC (first AC) · Tags: implementation  
[Sonechko's solution](#)

**618.**

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2014-03-19 · last AC: 2014-03-20 · FPC (first AC) · Tags: implementation  
[Sonechko's solution](#)

**619.**

400A

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

Quality: 6,865 global accepts · Rating: 1000 · first AC: 2014-03-05 · FPC (first AC) · Tags: implementation  
[Sonechko's solution](#)

**620.**

1038B

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

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2019-10-22 · last AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[Sonechko's solution](#)

**621.**

1335C

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

Quality: 38,967 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings  
[Sonechko's solution](#)

**622.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[Sonechko's solution](#)

**623.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Sonechko's solution](#)

**624.**

1327A

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

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

**625.**

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[Sonechko's solution](#)

**626.**

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Sonechko's solution](#)

**627.**

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[Sonechko's solution](#)

**628.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Sonechko's solution](#)

**629.**

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,226 global accepts · Rating: 1100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

**630.**

1227A

[Math Problem](#) · [Tutorial](#)

Quality: 10,267 global accepts · Rating: 1100 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

**631.**

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Sonechko's solution](#)

**632.**

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,079 global accepts · Rating: 1100 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[Sonechko's solution](#)

**633.**

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,004 global accepts · Rating: 1100 · first AC: 2019-10-26 · FPC (first AC) · Tags: binary search, implementation, sortings

[Sonechko's solution](#)

**634.**

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2019-10-25 · FPC (first AC) · Tags: data structures, implementation

[Sonechko's solution](#)

**635.**

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2019-10-25 · FPC (first AC) · Tags: greedy, math

[Sonechko's solution](#)

**636.**

381B

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

Quality: 7,355 global accepts · Rating: 1100 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Sonechko's solution](#)

**637.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Sonechko's solution](#)

**638.**

1176B

[Merge it!](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**639.**

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Sonechko's solution](#)

**640.**

1166B

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

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

[Sonechko's solution](#)

**641.**

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**642.**

1112A

[Technogoblet of Fire](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**643.**

1108B

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

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Sonechko's solution](#)

**644.**

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Sonechko's solution](#)

**645.**

1099B

[Squares and Segments](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[Sonechko's solution](#)

**646.**

1033B

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

Quality: 11,956 global accepts · Rating: 1100 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sonechko's solution](#)

**647.**

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**648.**

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sonechko's solution](#)

**649.**

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1100 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[Sonechko's solution](#)

**650.**

987B

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

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sonechko's solution](#)

**651.**

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**652.**

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1100 · first AC: 2018-05-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**653.**

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**654.**

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**655.**

950B

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

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**656.**

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sonechko's solution](#)

**657.**

946B

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

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sonechko's solution](#)

**658.**

938B

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

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Sonechko's solution](#)

**659.**

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,608 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

[Sonechko's solution](#)

**660.**

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**661.**

902A

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

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**662.**

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1100 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[Sonechko's solution](#)

**663.**

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**664.**

227B

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

Quality: 32,440 global accepts · Rating: 1100 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**665.**

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**666.**

877A

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

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**667.**

883M

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

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

[Sonechko's solution](#)

**668.**

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sonechko's solution](#)

**669.**

869A

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

Quality: 9,796 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**670.**

858A

[k-rounding](#) · [Tutorial](#)

Quality: 8,996 global accepts · Rating: 1100 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Sonechko's solution](#)

**671.**

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Sonechko's solution](#)

**672.**

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Sonechko's solution](#)

**673.**

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Sonechko's solution](#)

**674.**

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,187 global accepts · Rating: 1100 · first AC: 2017-08-19 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Sonechko's solution](#)

**675.**

835B

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

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**676.**

834B

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

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sonechko's solution](#)

**677.**

825A

[Binary Protocol](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**678.**

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1100 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**679.**

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**680.**

245B

[Internet Address](#) · [Tutorial](#)

Quality: 5,521 global accepts · Rating: 1100 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**681.**

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**682.**

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sonechko's solution](#)

**683.**

799A

[Carrot Cakes](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**684.**

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**685.**

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**686.**

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2017-05-07 · GNU C++ (first AC) · Tags: geometry, math

[Sonechko's solution](#)

**687.**

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**688.**

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Sonechko's solution](#)

**689.**

116B

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

Quality: 14,614 global accepts · Rating: 1100 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**690.**

522B

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

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: \*special, data structures, dp, implementation

[Sonechko's solution](#)

**691.**

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**692.**

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Sonechko's solution](#)

**693.**

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,886 global accepts · Rating: 1100 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Sonechko's solution](#)

**694.**

789A

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

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**695.**

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Sonechko's solution](#)

**696.**

785B

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

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

[Sonechko's solution](#)

**697.**

754B

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

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**698.**

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Sonechko's solution](#)

**699.**

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sonechko's solution](#)

**700.**

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Sonechko's solution](#)

**701.**

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[Sonechko's solution](#)

**702.**

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[Sonechko's solution](#)

**703.**

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Sonechko's solution](#)

**704.**

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

[Sonechko's solution](#)

**705.**

714A

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

Quality: 11,145 global accepts · Rating: 1100 · first AC: 2016-11-24 · GNU C++11 (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**706.**

719A

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

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2016-11-24 · GNU C++11 (first AC) · Tags: implementation

[Sonechko's solution](#)

**707.**

733B

[Parade](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**708.**

731B

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

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

[Sonechko's solution](#)

**709.**

723B

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

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

[Sonechko's solution](#)

**710.**

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2016-09-30 · GNU C++ (first AC) · Tags: implementation, math, sortings, strings  
[Sonechko's solution](#)

**711.**

712B

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

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-10 · GNU C++ (first AC) · Tags: implementation, strings  
[Sonechko's solution](#)

**712.**

706B

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

Quality: 84,452 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++ (first AC) · Tags: binary search, dp, implementation  
[Sonechko's solution](#)

**713.**

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —  
[Sonechko's solution](#)

**714.**

686B

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

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2016-06-25 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings  
[Sonechko's solution](#)

**715.**

682A

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

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory  
[Sonechko's solution](#)

**716.**

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-31 · GNU C++ (first AC) · Tags: math  
[Sonechko's solution](#)

**717.**

259B

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

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2016-05-14 · GNU C++ (first AC) · Tags: brute force, implementation  
[Sonechko's solution](#)

**718.**

362B

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

Quality: 14,732 global accepts · Rating: 1100 · first AC: 2016-05-14 · GNU C++ (first AC) · Tags: implementation, sortings  
[Sonechko's solution](#)

**719.**

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2016-05-14 · GNU C++ (first AC) · Tags: brute force, implementation, math  
[Sonechko's solution](#)

**720.**

667B

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

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: constructive algorithms, geometry  
[Sonechko's solution](#)

**721.**

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,976 global accepts · Rating: 1100 · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: implementation

[Sonechko's solution](#)

**722.**

382A

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

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**723.**

365B

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

Quality: 15,370 global accepts · Rating: 1100 · first AC: 2016-04-12 · GNU C++ (first AC) · Tags: implementation

[Sonechko's solution](#)

**724.**

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,289 global accepts · Rating: 1100 · first AC: 2016-04-07 · GNU C++ (first AC) · Tags: brute force, geometry, math

[Sonechko's solution](#)

**725.**

596A

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

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2016-04-07 · GNU C++ (first AC) · Tags: geometry, implementation

[Sonechko's solution](#)

**726.**

558A

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

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2016-04-07 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[Sonechko's solution](#)

**727.**

368B

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

Quality: 49,900 global accepts · Rating: 1100 · first AC: 2016-04-06 · GNU C++ (first AC) · Tags: data structures, dp

[Sonechko's solution](#)

**728.**

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-03-07 · FPC (first AC) · Tags: dp, greedy, implementation, math

[Sonechko's solution](#)

**729.**

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Sonechko's solution](#)

**730.**

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**731.**

629B

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

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

[Sonechko's solution](#)

**732.**

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: math

[Sonechko's solution](#)

**733.**

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: math, number theory

[Sonechko's solution](#)

**734.**

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,917 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: combinatorics, math

[Sonechko's solution](#)

**735.**

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2016-02-04 · FPC (first AC) · Tags: greedy, sortings

[Sonechko's solution](#)

**736.**

618B

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

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

[Sonechko's solution](#)

**737.**

296A

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

Quality: 26,039 global accepts · Rating: 1100 · first AC: 2016-01-27 · GNU C++ (first AC) · Tags: greedy, math

[Sonechko's solution](#)

**738.**

355A

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

Quality: 9,838 global accepts · Rating: 1100 · first AC: 2016-01-26 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**739.**

363B

[Fence](#) · [Tutorial](#)

Quality: 67,073 global accepts · Rating: 1100 · first AC: 2016-01-25 · GNU C++11 (first AC) · Tags: brute force, dp

[Sonechko's solution](#)

**740.**

602A

[Two Bases](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**741.**

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-15 · FPC (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**742.**

592B

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

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

[Sonechko's solution](#)

**743.**

581B

[Luxurious Houses](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**744.**

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2015-08-24 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**745.**

557A

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

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

[Sonechko's solution](#)

**746.**

556B

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

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-06-30 · FPC (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**747.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,830 global accepts · Rating: 1100 · first AC: 2015-05-27 · FPC (first AC) · Tags: \*special, greedy, implementation

[Sonechko's solution](#)

**748.**

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2015-05-27 · FPC (first AC) · Tags: brute force, implementation, strings

[Sonechko's solution](#)

**749.**

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,984 global accepts · Rating: 1100 · first AC: 2015-05-21 · FPC (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**750.**

545B

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

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

[Sonechko's solution](#)

**751.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,502 global accepts · Rating: 1100 · first AC: 2015-05-19 · FPC (first AC) · Tags: dp, implementation

[Sonechko's solution](#)

**752.**

300A

[Array](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1100 · first AC: 2015-05-18 · FPC (first AC) · Tags: brute force, constructive algorithms, implementation

[Sonechko's solution](#)

**753.**

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2015-05-12 · FPC (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**754.**

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2015-04-14 · FPC (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[Sonechko's solution](#)

**755.**

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2015-04-12 · FPC (first AC) · Tags: constructive algorithms, implementation, math

[Sonechko's solution](#)

**756.**

525A

[Vitaliy and Pie](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**757.**

527A

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

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

[Sonechko's solution](#)

**758.**

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2015-03-13 · FPC (first AC) · Tags: greedy, sortings

[Sonechko's solution](#)

**759.**

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2015-03-03 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**760.**

12B

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

Quality: 9,670 global accepts · Rating: 1100 · first AC: 2015-03-03 · FPC (first AC) · Tags: implementation, sortings

[Sonechko's solution](#)

**761.**

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2015-03-03 · FPC (first AC) · Tags: brute force

[Sonechko's solution](#)

**762.**

495A

[Digital Counter](#) · [Tutorial](#)

Quality: 8,963 global accepts · Rating: 1100 · first AC: 2015-03-03 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**763.**

519B

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

Quality: 43,710 global accepts · Rating: 1100 · first AC: 2015-02-28 · FPC (first AC) · Tags: data structures, implementation, sortings

[Sonechko's solution](#)

**764.**

285A

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

Quality: 14,138 global accepts · Rating: 1100 · first AC: 2015-02-27 · FPC (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**765.**

467B

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

Quality: 42,852 global accepts · Rating: 1100 · first AC: 2015-02-19 · FPC (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Sonechko's solution](#)

**766.**

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,825 global accepts · Rating: 1100 · first AC: 2015-02-02 · FPC (first AC) · Tags: geometry, implementation, math

[Sonechko's solution](#)

**767.**

508A

[Pasha and Pixels](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**768.**

505A

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

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

[Sonechko's solution](#)

**769.**

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,728 global accepts · Rating: 1100 · first AC: 2015-01-12 · FPC (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**770.**

501B

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

Quality: 19,423 global accepts · Rating: 1100 · first AC: 2015-01-12 · FPC (first AC) · Tags: data structures, dsu, strings

[Sonechko's solution](#)

**771.**

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,235 global accepts · Rating: 1100 · first AC: 2014-12-18 · FPC (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**772.**

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,886 global accepts · Rating: 1100 · first AC: 2014-10-24 · FPC (first AC) · Tags: brute force, implementation, math, number theory

[Sonechko's solution](#)

**773.**

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2014-10-17 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**774.**

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**775.**

471A

[MUH and Sticks](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**776.**

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2014-08-31 · FPC (first AC) · Tags: brute force, constructive algorithms

[Sonechko's solution](#)

**777.**

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2014-08-30 · FPC (first AC) · Tags: brute force, implementation, math

[Sonechko's solution](#)

**778.**

6B

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

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2014-08-09 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**779.**

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,783 global accepts · Rating: 1100 · first AC: 2014-08-09 · FPC (first AC) · Tags: sortings

[Sonechko's solution](#)

**780.**

433A

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

Quality: 17,890 global accepts · Rating: 1100 · first AC: 2014-06-03 · FPC (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**781.**

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2014-03-22 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**782.**

402A

[Nuts](#) · [Tutorial](#)

Quality: 4,879 global accepts · Rating: 1100 · first AC: 2014-03-16 · FPC (first AC) · Tags: greedy, math

[Sonechko's solution](#)

**783.**

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**784.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,288 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[Sonechko's solution](#)

**785.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,083 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**786.**

1327B

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

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Sonechko's solution](#)

**787.**

1305B

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

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

strings, two pointers

[Sonechko's solution](#)

**788.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

**789.**

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Sonechko's solution](#)

**790.**

1272C

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

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[Sonechko's solution](#)

**791.**

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sonechko's solution](#)

**792.**

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Sonechko's solution](#)

**793.**

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Sonechko's solution](#)

**794.**

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Sonechko's solution](#)

**795.**

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[Sonechko's solution](#)

**796.**

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2019-10-26 · FPC (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**797.**

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2019-10-26 · FPC (first AC) · Tags: math

[Sonechko's solution](#)

**798.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,905 global accepts · Rating: 1200 · first AC: 2019-10-26 · FPC (first AC) · Tags: brute force, dp, implementation

[Sonechko's solution](#)

**799.**

492B

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

Quality: 90,189 global accepts · Rating: 1200 · first AC: 2019-10-26 · FPC (first AC) · Tags: binary search, implementation, math, sortings

[Sonechko's solution](#)

**800.**

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2019-10-25 · FPC (first AC) · Tags: brute force, greedy, two pointers

[Sonechko's solution](#)

**801.**

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2019-10-25 · FPC (first AC) · Tags: math

[Sonechko's solution](#)

**802.**

131B

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

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2019-10-25 · FPC (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**803.**

433B

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

Quality: 53,863 global accepts · Rating: 1200 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[Sonechko's solution](#)

**804.**

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees

[Sonechko's solution](#)

**805.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Sonechko's solution](#)

**806.**

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Sonechko's solution](#)

**807.**

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,465 global accepts · Rating: 1200 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Sonechko's solution](#)

**808.**

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**809.**

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Sonechko's solution](#)

**810.**

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**811.**

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**812.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Sonechko's solution](#)

**813.**

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Sonechko's solution](#)

**814.**

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,361 global accepts · Rating: 1200 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Sonechko's solution](#)

**815.**

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Sonechko's solution](#)

**816.**

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**817.**

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Sonechko's solution](#)

**818.**

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: games

[Sonechko's solution](#)

**819.**

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,424 global accepts · Rating: 1200 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms,

implementation

[Sonechko's solution](#)

**820.**

1097B

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

Quality: 35,956 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Sonechko's solution](#)

**821.**

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Sonechko's solution](#)

**822.**

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**823.**

1079B

[Personalized Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**824.**

1076B

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

Quality: 14,589 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Sonechko's solution](#)

**825.**

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Sonechko's solution](#)

**826.**

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Sonechko's solution](#)

**827.**

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Sonechko's solution](#)

**828.**

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,030 global accepts · Rating: 1200 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sonechko's solution](#)

**829.**

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**830.**

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**831.**

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Sonechko's solution](#)

**832.**

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,989 global accepts · Rating: 1200 · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**833.**

989B

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

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Sonechko's solution](#)

**834.**

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sonechko's solution](#)

**835.**

985B

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

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**836.**

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Sonechko's solution](#)

**837.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Sonechko's solution](#)

**838.**

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1200 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Sonechko's solution](#)

**839.**

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sonechko's solution](#)

**840.**

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**841.**

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,345 global accepts · Rating: 1200 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation,

two pointers

[Sonechko's solution](#)

**842.**

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation

[Sonechko's solution](#)

**843.**

940A

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

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Sonechko's solution](#)

**844.**

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**845.**

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**846.**

928A

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

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: \*special, strings

[Sonechko's solution](#)

**847.**

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**848.**

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**849.**

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Sonechko's solution](#)

**850.**

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

[Sonechko's solution](#)

**851.**

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

[Sonechko's solution](#)

**852.**

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy  
[Sonechko's solution](#)

**853.**

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**854.**

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,637 global accepts · Rating: 1200 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[Sonechko's solution](#)

**855.**

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[Sonechko's solution](#)

**856.**

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[Sonechko's solution](#)

**857.**

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[Sonechko's solution](#)

**858.**

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,985 global accepts · Rating: 1200 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers  
[Sonechko's solution](#)

**859.**

870B

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

Quality: 10,640 global accepts · Rating: 1200 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[Sonechko's solution](#)

**860.**

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[Sonechko's solution](#)

**861.**

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[Sonechko's solution](#)

**862.**

854B

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

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[Sonechko's solution](#)

**863.**

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[Sonechko's solution](#)

**864.**

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Sonechko's solution](#)

**865.**

828A

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

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-08-01 · last AC: 2017-08-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**866.**

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Sonechko's solution](#)

**867.**

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**868.**

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**869.**

222A

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

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**870.**

802M1

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

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

[Sonechko's solution](#)

**871.**

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Sonechko's solution](#)

**872.**

208D

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

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**873.**

794B

[Cutting Carrot](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**874.**

803B

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

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Sonechko's solution](#)

**875.**

264A

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

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[Sonechko's solution](#)

**876.**

342A

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

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**877.**

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Sonechko's solution](#)

**878.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,340 global accepts · Rating: 1200 · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Sonechko's solution](#)

**879.**

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Sonechko's solution](#)

**880.**

776B

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

Quality: 25,729 global accepts · Rating: 1200 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Sonechko's solution](#)

**881.**

754A

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

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sonechko's solution](#)

**882.**

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: \*special, greedy, two pointers

[Sonechko's solution](#)

**883.**

779C

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

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Sonechko's solution](#)

**884.**

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sonechko's solution](#)

**885.**

101199C

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

Rating: 1200 · first AC: 2017-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**886.**

749B

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

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[Sonechko's solution](#)

**887.**

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sonechko's solution](#)

**888.**

743B

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

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[Sonechko's solution](#)

**889.**

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms

[Sonechko's solution](#)

**890.**

738B

[Spotlights](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**891.**

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

[Sonechko's solution](#)

**892.**

732C

[Sanatorium](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**893.**

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-02 · GNU C++ (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**894.**

717C

[Potions Homework](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**895.**

708A

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

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

[Sonechko's solution](#)

**896.**

701B

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

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2016-07-26 · GNU C++ (first AC) · Tags: data structures, math

[Sonechko's solution](#)

**897.**

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**898.**

682B

[Alyona and Mex](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**899.**

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2016-05-14 · GNU C++ (first AC) · Tags: implementation

[Sonechko's solution](#)

**900.**

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,260 global accepts · Rating: 1200 · first AC: 2016-05-14 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Sonechko's solution](#)

**901.**

262B

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

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2016-04-19 · GNU C++ (first AC) · Tags: greedy

[Sonechko's solution](#)

**902.**

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-04-17 · GNU C++ (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**903.**

239A

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

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Sonechko's solution](#)

**904.**

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**905.**

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2016-04-12 · GNU C++ (first AC) · Tags: constructive algorithms, greedy  
[Sonechko's solution](#)

**906.**

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1200 · first AC: 2016-04-12 · GNU C++ (first AC) · Tags: brute force, greedy, strings  
[Sonechko's solution](#)

**907.**

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,296 global accepts · Rating: 1200 · first AC: 2016-04-08 · GNU C++ (first AC) · Tags: greedy, implementation, math, number theory  
[Sonechko's solution](#)

**908.**

285C

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

Quality: 26,334 global accepts · Rating: 1200 · first AC: 2016-04-08 · GNU C++ (first AC) · Tags: greedy, implementation, sortings  
[Sonechko's solution](#)

**909.**

658B

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

Rating: 1200 · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: implementation  
[Sonechko's solution](#)

**910.**

645B

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

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math  
[Sonechko's solution](#)

**911.**

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation  
[Sonechko's solution](#)

**912.**

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 1200 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: \*special, binary search, constructive algorithms, data structures, sortings  
[Sonechko's solution](#)

**913.**

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-03-07 · FPC (first AC) · Tags: greedy, sortings  
[Sonechko's solution](#)

**914.**

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[Sonechko's solution](#)

**915.**

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

**916.**

630B

[Moore's Law](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**917.**

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: games, math

[Sonechko's solution](#)

**918.**

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

[Sonechko's solution](#)

**919.**

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2016-01-28 · GNU C++ (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**920.**

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,834 global accepts · Rating: 1200 · first AC: 2016-01-27 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math, strings

[Sonechko's solution](#)

**921.**

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2016-01-27 · GNU C++ (first AC) · Tags: brute force, graphs, math

[Sonechko's solution](#)

**922.**

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2016-01-24 · FPC (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**923.**

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Sonechko's solution](#)

**924.**

445A

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

Quality: 33,667 global accepts · Rating: 1200 · first AC: 2016-01-24 · FPC (first AC) · Tags: dfs and similar, implementation

[Sonechko's solution](#)

**925.**

612B

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

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

[Sonechko's solution](#)

**926.**

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2015-12-09 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**927.**

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2015-10-31 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**928.**

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2015-10-26 · FPC (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**929.**

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-10-03 · FPC (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**930.**

574A

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

Quality: 9,524 global accepts · Rating: 1200 · first AC: 2015-08-29 · FPC (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**931.**

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2015-08-10 · FPC (first AC) · Tags: greedy, math

[Sonechko's solution](#)

**932.**

560B

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

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2015-07-22 · FPC (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**933.**

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,072 global accepts · Rating: 1200 · first AC: 2015-06-29 · FPC (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**934.**

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2015-05-27 · FPC (first AC) · Tags: greedy, sortings

[Sonechko's solution](#)

**935.**

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2015-05-24 · FPC (first AC) · Tags: brute force, greedy, implementation, sortings

[Sonechko's solution](#)

**936.**

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,938 global accepts · Rating: 1200 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**937.**

9C

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

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2015-04-15 · FPC (first AC) · Tags: brute force, implementation, math

[Sonechko's solution](#)

**938.**

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2015-04-15 · FPC (first AC) · Tags: strings

[Sonechko's solution](#)

**939.**

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2015-03-24 · FPC (first AC) · Tags: brute force, greedy, implementation

[Sonechko's solution](#)

**940.**

171A

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

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2015-03-03 · FPC (first AC) · Tags: \*special, constructive algorithms

[Sonechko's solution](#)

**941.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,739 global accepts · Rating: 1200 · first AC: 2015-02-27 · FPC (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[Sonechko's solution](#)

**942.**

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,316 global accepts · Rating: 1200 · first AC: 2015-02-14 · FPC (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**943.**

459A

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

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2015-02-02 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**944.**

474B

[Worms](#) · [Tutorial](#)

Quality: 62,546 global accepts · Rating: 1200 · first AC: 2014-10-06 · FPC (first AC) · Tags: binary search, implementation

[Sonechko's solution](#)

**945.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,021 global accepts · Rating: 1200 · first AC: 2014-09-12 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**946.**

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2014-08-30 · FPC (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**947.**

462C

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

Rating: 1200 · first AC: 2014-08-27 · FPC (first AC) · Tags: implementation, sortings

[Sonechko's solution](#)

**948.**

6C

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

Quality: 17,484 global accepts · Rating: 1200 · first AC: 2014-08-09 · FPC (first AC) · Tags: greedy, two pointers

[Sonechko's solution](#)

**949.**

456B

[Fedya and Maths](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**950.**

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2014-08-07 · Delphi (first AC) · Tags: constructive algorithms, greedy

[Sonechko's solution](#)

**951.**

454B

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

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2014-08-02 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**952.**

439B

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

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2014-06-05 · FPC (first AC) · Tags: implementation, sortings

[Sonechko's solution](#)

**953.**

413A

[Data Recovery](#) · [Tutorial](#)

Quality: 2,967 global accepts · Rating: 1200 · first AC: 2014-04-20 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**954.**

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2014-04-18 · FPC (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**955.**

408B

[Garland](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1200 · first AC: 2014-03-30 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**956.**

401B

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

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2014-03-10 · last AC: 2014-03-10 · FPC (first AC) · Tags: greedy, implementation, math

[Sonechko's solution](#)

**957.**

400B

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

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

[Sonechko's solution](#)

**958.**

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

[Sonechko's solution](#)

**959.**

1650D

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

Quality: 14,703 global accepts · Rating: 1300 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Sonechko's solution](#)

**960.**

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Sonechko's solution](#)

**961.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**962.**

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Sonechko's solution](#)

**963.**

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Sonechko's solution](#)

**964.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Sonechko's solution](#)

**965.**

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 1300 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Sonechko's solution](#)

**966.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Sonechko's solution](#)

**967.**

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[Sonechko's solution](#)

**968.**

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Sonechko's solution](#)

**969.**

450B

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

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2019-10-26 · FPC (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**970.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,825 global accepts · Rating: 1300 · first AC: 2019-10-26 · FPC (first AC) · Tags: binary search, implementation, math, number theory  
[Sonechko's solution](#)

**971.**

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,263 global accepts · Rating: 1300 · first AC: 2019-10-26 · FPC (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
[Sonechko's solution](#)

**972.**

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2019-10-25 · FPC (first AC) · Tags: math, probabilities  
[Sonechko's solution](#)

**973.**

276B

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

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2019-10-25 · FPC (first AC) · Tags: games, greedy  
[Sonechko's solution](#)

**974.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,880 global accepts · Rating: 1300 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp  
[Sonechko's solution](#)

**975.**

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[Sonechko's solution](#)

**976.**

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math  
[Sonechko's solution](#)

**977.**

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,813 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[Sonechko's solution](#)

**978.**

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[Sonechko's solution](#)

**979.**

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[Sonechko's solution](#)

**980.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers  
[Sonechko's solution](#)

**981.**

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[Sonechko's solution](#)

**982.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2019-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings  
[Sonechko's solution](#)

**983.**

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[Sonechko's solution](#)

**984.**

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Sonechko's solution](#)

**985.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math  
[Sonechko's solution](#)

**986.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,678 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings  
[Sonechko's solution](#)

**987.**

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,433 global accepts · Rating: 1300 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[Sonechko's solution](#)

**988.**

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, strings  
[Sonechko's solution](#)

**989.**

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation  
[Sonechko's solution](#)

**990.**

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[Sonechko's solution](#)

**991.**

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[Sonechko's solution](#)

**992.**

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings  
[Sonechko's solution](#)

**993.**

1008C

[Reorder the Array](#) · [Tutorial](#)

Rating: 1300 · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[Sonechko's solution](#)

**994.**

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[Sonechko's solution](#)

**995.**

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,669 global accepts · Rating: 1300 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[Sonechko's solution](#)

**996.**

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[Sonechko's solution](#)

**997.**

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[Sonechko's solution](#)

**998.**

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[Sonechko's solution](#)

**999.**

1003B

[Binary String Constructing](#) · [Tutorial](#)

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[Sonechko's solution](#)

**1000.**

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[Sonechko's solution](#)

**1001.**

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[Sonechko's solution](#)

**1002.**

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[Sonechko's solution](#)

**1003.**

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings  
[Sonechko's solution](#)

**1004.**

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs  
[Sonechko's solution](#)

**1005.**

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**1006.**

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[Sonechko's solution](#)

**1007.**

982B

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

Quality: 8,948 global accepts · Rating: 1300 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation  
[Sonechko's solution](#)

**1008.**

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[Sonechko's solution](#)

**1009.**

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**1010.**

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: math  
[Sonechko's solution](#)

**1011.**

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[Sonechko's solution](#)

**1012.**

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**1013.**

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2018-03-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory  
[Sonechko's solution](#)

**1014.**

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)**1015.**

924A

[Mystical Mosaic](#) · [Tutorial](#)

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

[Sonechko's solution](#)**1016.**

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Sonechko's solution](#)**1017.**

929B

[AÄ5D8C 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[Sonechko's solution](#)**1018.**

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)**1019.**

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,835 global accepts · Rating: 1300 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[Sonechko's solution](#)**1020.**

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[Sonechko's solution](#)**1021.**

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)**1022.**

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Sonechko's solution](#)**1023.**

919C

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

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)**1024.**

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Sonechko's solution](#)

**1025.**

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**1026.**

900B

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

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sonechko's solution](#)

**1027.**

899C

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

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[Sonechko's solution](#)

**1028.**

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Sonechko's solution](#)

**1029.**

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Sonechko's solution](#)

**1030.**

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,270 global accepts · Rating: 1300 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Sonechko's solution](#)

**1031.**

820B

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

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[Sonechko's solution](#)

**1032.**

890C

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

Rating: 1300 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[Sonechko's solution](#)

**1033.**

876B

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

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Sonechko's solution](#)

**1034.**

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**1035.**

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

### 1036.

871A

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

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

[Sonechko's solution](#)

### 1037.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2017-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Sonechko's solution](#)

### 1038.

862B

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

Quality: 25,650 global accepts · Rating: 1300 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Sonechko's solution](#)

### 1039.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[Sonechko's solution](#)

### 1040.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Sonechko's solution](#)

### 1041.

96B

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

Quality: 19,107 global accepts · Rating: 1300 · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[Sonechko's solution](#)

### 1042.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sonechko's solution](#)

### 1043.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Sonechko's solution](#)

### 1044.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[Sonechko's solution](#)

### 1045.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-08-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

### 1046.

821B

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

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Sonechko's solution](#)

**1047.**

814B

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

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Sonechko's solution](#)

**1048.**

58B

[Coins](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1300 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**1049.**

318B

[Strings of Power](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1300 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings, two pointers

[Sonechko's solution](#)

**1050.**

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Sonechko's solution](#)

**1051.**

808B

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

Quality: 14,873 global accepts · Rating: 1300 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[Sonechko's solution](#)

**1052.**

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,343 global accepts · Rating: 1300 · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, two pointers

[Sonechko's solution](#)

**1053.**

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1300 · first AC: 2017-05-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**1054.**

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**1055.**

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,459 global accepts · Rating: 1300 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[Sonechko's solution](#)

**1056.**

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**1057.**

600B

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

Quality: 39,166 global accepts · Rating: 1300 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Sonechko's solution](#)

**1058.**

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Sonechko's solution](#)

**1059.**

288A

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

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**1060.**

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,210 global accepts · Rating: 1300 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings

[Sonechko's solution](#)

**1061.**

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,798 global accepts · Rating: 1300 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Sonechko's solution](#)

**1062.**

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2017-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sonechko's solution](#)

**1063.**

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2017-04-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**1064.**

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2017-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Sonechko's solution](#)

**1065.**

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**1066.**

792B

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

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**1067.**

777B

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

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Sonechko's solution](#)

### 1068.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Sonechko's solution](#)

### 1069.

770B

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

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, math

[Sonechko's solution](#)

### 1070.

761B

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

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Sonechko's solution](#)

### 1071.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Sonechko's solution](#)

### 1072.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Sonechko's solution](#)

### 1073.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

### 1074.

716B

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

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Sonechko's solution](#)

### 1075.

740A

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

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-11-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

### 1076.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-02 · GNU C++ (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

### 1077.

707B

[Bakery](#) · [Tutorial](#)

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

[Sonechko's solution](#)

### 1078.

690F1

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

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**1079.**

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,173 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**1080.**

681B

[Economy Game](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**1081.**

220A

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

Quality: 13,118 global accepts · Rating: 1300 · first AC: 2016-06-06 · GNU C++ (first AC) · Tags: implementation, sortings

[Sonechko's solution](#)

**1082.**

673B

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

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2016-05-09 · GNU C++ (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**1083.**

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: implementation, sortings

[Sonechko's solution](#)

**1084.**

485B

[Valuable Resources](#) · [Tutorial](#)

Quality: 6,791 global accepts · Rating: 1300 · first AC: 2016-04-14 · last AC: 2016-04-14 · GNU C++ (first AC) · Tags: brute force, greedy

[Sonechko's solution](#)

**1085.**

611B

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

Quality: 11,065 global accepts · Rating: 1300 · first AC: 2016-04-12 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[Sonechko's solution](#)

**1086.**

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2016-04-08 · GNU C++ (first AC) · Tags: \*special, brute force, number theory

[Sonechko's solution](#)

**1087.**

545D

[Queue](#) · [Tutorial](#)

Quality: 29,518 global accepts · Rating: 1300 · first AC: 2016-04-07 · FPC (first AC) · Tags: greedy, implementation, sortings

[Sonechko's solution](#)

**1088.**

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,872 global accepts · Rating: 1300 · first AC: 2016-04-06 · GNU C++ (first AC) · Tags: implementation, sortings

[Sonechko's solution](#)

**1089.**

653B

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

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

[Sonechko's solution](#)

**1090.**

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Sonechko's solution](#)

**1091.**

628C

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

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

[Sonechko's solution](#)

**1092.**

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: dp

[Sonechko's solution](#)

**1093.**

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[Sonechko's solution](#)

**1094.**

626B

[Cards](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**1095.**

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-02-07 · FPC (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**1096.**

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-01-31 · FPC (first AC) · Tags: combinatorics, implementation

[Sonechko's solution](#)

**1097.**

185A

[Plant](#) · [Tutorial](#)

Quality: 6,521 global accepts · Rating: 1300 · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: math

[Sonechko's solution](#)

**1098.**

617B

[Chocolate](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**1099.**

4C

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

Quality: 108,149 global accepts · Rating: 1300 · first AC: 2016-01-09 · FPC (first AC) · Tags: data structures, hashing, implementation

[Sonechko's solution](#)

**1100.**

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

[Sonechko's solution](#)

**1101.**

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,993 global accepts · Rating: 1300 · first AC: 2015-10-15 · FPC (first AC) · Tags: math

[Sonechko's solution](#)

**1102.**

586B

[Laurenty and Shop](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1300 · first AC: 2015-10-12 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**1103.**

579B

[Finding Team Member](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1300 · first AC: 2015-09-16 · FPC (first AC) · Tags: brute force, implementation, sortings

[Sonechko's solution](#)

**1104.**

574C

[Bear and Poker](#) · [Tutorial](#)

Rating: 1300 · first AC: 2015-08-29 · FPC (first AC) · Tags: math, number theory

[Sonechko's solution](#)

**1105.**

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 1300 · first AC: 2015-08-24 · FPC (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Sonechko's solution](#)

**1106.**

572B

[Order Book](#) · [Tutorial](#)

Quality: 8,212 global accepts · Rating: 1300 · first AC: 2015-08-22 · FPC (first AC) · Tags: data structures, greedy, implementation, sortings

[Sonechko's solution](#)

**1107.**

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-05 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**1108.**

558B

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

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2015-07-14 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**1109.**

246B

[Increase and Decrease](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1300 · first AC: 2015-05-27 · FPC (first AC) · Tags: greedy, math

[Sonechko's solution](#)

**1110.**

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 1300 · first AC: 2015-05-27 · FPC (first AC) · Tags: games, greedy, implementation

[Sonechko's solution](#)

**1111.**

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2015-05-21 · FPC (first AC) · Tags: math

[Sonechko's solution](#)

**1112.**

462B

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

Quality: 15,565 global accepts · Rating: 1300 · first AC: 2015-05-18 · FPC (first AC) · Tags: greedy

[Sonechko's solution](#)

**1113.**

526A

[King of Thieves](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**1114.**

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2015-03-03 · FPC (first AC) · Tags: \*special, combinatorics

[Sonechko's solution](#)

**1115.**

519C

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

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-02-28 · FPC (first AC) · Tags: greedy, implementation, math, number theory

[Sonechko's solution](#)

**1116.**

515B

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

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2015-02-17 · FPC (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[Sonechko's solution](#)

**1117.**

508B

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

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2015-01-27 · FPC (first AC) · Tags: greedy, math, strings

[Sonechko's solution](#)

**1118.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,877 global accepts · Rating: 1300 · first AC: 2015-01-12 · FPC (first AC) · Tags: brute force

[Sonechko's solution](#)

**1119.**

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2014-12-03 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**1120.**

486B

[OR in Matrix](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**1121.**

476B

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

Quality: 37,027 global accepts · Rating: 1300 · first AC: 2014-10-12 · FPC (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[Sonechko's solution](#)

**1122.**

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-29 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**1123.**

471B

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

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2014-09-26 · FPC (first AC) · Tags: implementation, sortings

[Sonechko's solution](#)

**1124.**

459B

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

Quality: 47,490 global accepts · Rating: 1300 · first AC: 2014-08-15 · FPC (first AC) · Tags: combinatorics, implementation, sortings

[Sonechko's solution](#)

**1125.**

437A

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

Quality: 9,360 global accepts · Rating: 1300 · first AC: 2014-06-01 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**1126.**

489C

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

Quality: 51,680 global accepts · Rating: 1400 · first AC: 2015-05-18 · last AC: 2020-08-03 · FPC (first AC) · Tags: dp, greedy, implementation

[Sonechko's solution](#)

**1127.**

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[Sonechko's solution](#)

**1128.**

1348B

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

Quality: 27,489 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Sonechko's solution](#)

**1129.**

1332B

[Composite Coloring](#) · [Tutorial](#)

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Sonechko's solution](#)

**1130.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Sonechko's solution](#)

**1131.**

1312C

[Adding Powers](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**1132.**

1284B

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

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

[Sonechko's solution](#)

**1133.**

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Sonechko's solution](#)

**1134.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[Sonechko's solution](#)

**1135.**

1282B1

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

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Sonechko's solution](#)

**1136.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sonechko's solution](#)

**1137.**

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Sonechko's solution](#)

**1138.**

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Sonechko's solution](#)

**1139.**

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**1140.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**1141.**

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**1142.**

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Sonechko's solution](#)

**1143.**

475B

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

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2019-10-26 · FPC (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[Sonechko's solution](#)

**1144.**

334B

[Eight Point Sets](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1400 · first AC: 2019-10-26 · FPC (first AC) · Tags: sortings  
[Sonechko's solution](#)

**1145.**

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,586 global accepts · Rating: 1400 · first AC: 2019-10-26 · FPC (first AC) · Tags: implementation, math  
[Sonechko's solution](#)

**1146.**

514B

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

Quality: 22,634 global accepts · Rating: 1400 · first AC: 2019-10-26 · FPC (first AC) · Tags: brute force, data structures, geometry, implementation, math  
[Sonechko's solution](#)

**1147.**

287C

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

Rating: 1400 · first AC: 2019-10-25 · FPC (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[Sonechko's solution](#)

**1148.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,947 global accepts · Rating: 1400 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[Sonechko's solution](#)

**1149.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[Sonechko's solution](#)

**1150.**

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,350 global accepts · Rating: 1400 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation  
[Sonechko's solution](#)

**1151.**

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers  
[Sonechko's solution](#)

**1152.**

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[Sonechko's solution](#)

**1153.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,594 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[Sonechko's solution](#)

**1154.**

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[Sonechko's solution](#)

**1155.**

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[Sonechko's solution](#)

**1156.**

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy  
[Sonechko's solution](#)

**1157.**

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[Sonechko's solution](#)

**1158.**

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[Sonechko's solution](#)

**1159.**

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[Sonechko's solution](#)

**1160.**

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[Sonechko's solution](#)

**1161.**

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[Sonechko's solution](#)

**1162.**

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[Sonechko's solution](#)

**1163.**

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: math  
[Sonechko's solution](#)

**1164.**

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**1165.**

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Sonechko's solution](#)

**1166.**

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Sonechko's solution](#)

**1167.**

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Sonechko's solution](#)

**1168.**

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,060 global accepts · Rating: 1400 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Sonechko's solution](#)

**1169.**

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[Sonechko's solution](#)

**1170.**

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Sonechko's solution](#)

**1171.**

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Sonechko's solution](#)

**1172.**

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[Sonechko's solution](#)

**1173.**

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 1400 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**1174.**

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Sonechko's solution](#)

**1175.**

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[Sonechko's solution](#)

**1176.**

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Sonechko's solution](#)

**1177.**

253B

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

Quality: 12,373 global accepts · Rating: 1400 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Sonechko's solution](#)

**1178.**

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**1179.**

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**1180.**

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Sonechko's solution](#)

**1181.**

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,601 global accepts · Rating: 1400 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games

[Sonechko's solution](#)

**1182.**

929A

[A to C](#) · [Tutorial](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: \*special, greedy, implementation

[Sonechko's solution](#)

**1183.**

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dp

[Sonechko's solution](#)

**1184.**

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Sonechko's solution](#)

**1185.**

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[Sonechko's solution](#)

**1186.**

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**1187.**

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,792 global accepts · Rating: 1400 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**1188.**

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,638 global accepts · Rating: 1400 · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Sonechko's solution](#)

**1189.**

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Sonechko's solution](#)

**1190.**

866A

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

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

[Sonechko's solution](#)

**1191.**

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,899 global accepts · Rating: 1400 · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**1192.**

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1400 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Sonechko's solution](#)

**1193.**

843A

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

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[Sonechko's solution](#)

**1194.**

838A

[Binary Blocks](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 1400 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Sonechko's solution](#)

**1195.**

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,377 global accepts · Rating: 1400 · first AC: 2017-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Sonechko's solution](#)

**1196.**

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,008 global accepts · Rating: 1400 · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sonechko's solution](#)

**1197.**

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers  
[Sonechko's solution](#)

**1198.**

479B

[Towers](#) · [Tutorial](#)

Quality: 8,429 global accepts · Rating: 1400 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings  
[Sonechko's solution](#)

**1199.**

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[Sonechko's solution](#)

**1200.**

689A

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

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation  
[Sonechko's solution](#)

**1201.**

802J1

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

Quality: 6,534 global accepts · Rating: 1400 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[Sonechko's solution](#)

**1202.**

441B

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

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[Sonechko's solution](#)

**1203.**

358A

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

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[Sonechko's solution](#)

**1204.**

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[Sonechko's solution](#)

**1205.**

799B

[T-shirt buying](#) · [Tutorial](#)

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

**1206.**

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings  
[Sonechko's solution](#)

**1207.**

805D

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

Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Sonechko's solution](#)

**1208.**

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Sonechko's solution](#)

**1209.**

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: 1400 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Sonechko's solution](#)

**1210.**

289B

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

Quality: 18,963 global accepts · Rating: 1400 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[Sonechko's solution](#)

**1211.**

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, sortings

[Sonechko's solution](#)

**1212.**

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Sonechko's solution](#)

**1213.**

277A

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

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2017-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu

[Sonechko's solution](#)

**1214.**

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2017-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sonechko's solution](#)

**1215.**

401C

[Team](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1400 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sonechko's solution](#)

**1216.**

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2017-03-12 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[Sonechko's solution](#)

**1217.**

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2017-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu

[Sonechko's solution](#)

**1218.**

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[Sonechko's solution](#)

**1219.**

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,797 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sonechko's solution](#)

**1220.**

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Sonechko's solution](#)

**1221.**

745B

[Hongcow Solves A Puzzle](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**1222.**

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,818 global accepts · Rating: 1400 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**1223.**

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2016-10-15 · GNU C++ (first AC) · Tags: constructive algorithms, interactive, math

[Sonechko's solution](#)

**1224.**

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

[Sonechko's solution](#)

**1225.**

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

[Sonechko's solution](#)

**1226.**

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,057 global accepts · Rating: 1400 · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**1227.**

675B

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

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2016-07-31 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math

[Sonechko's solution](#)

**1228.**

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-07-19 · GNU C++ (first AC) · Tags: brute force, dp

[Sonechko's solution](#)

**1229.**

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++ (first AC) · Tags: implementation

[Sonechko's solution](#)

**1230.**

680C

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

Rating: 1400 · first AC: 2016-06-09 · GNU C++ (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Sonechko's solution](#)

**1231.**

379C

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

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2016-06-05 · GNU C++ (first AC) · Tags: greedy, sortings

[Sonechko's solution](#)

**1232.**

493B

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

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2016-06-05 · GNU C++ (first AC) · Tags: implementation

[Sonechko's solution](#)

**1233.**

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

[Sonechko's solution](#)

**1234.**

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,465 global accepts · Rating: 1400 · first AC: 2016-05-14 · GNU C++ (first AC) · Tags: greedy, sortings

[Sonechko's solution](#)

**1235.**

388A

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

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2016-05-14 · GNU C++ (first AC) · Tags: greedy, sortings

[Sonechko's solution](#)

**1236.**

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,991 global accepts · Rating: 1400 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[Sonechko's solution](#)

**1237.**

669C

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

Rating: 1400 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**1238.**

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2016-04-20 · GNU C++ (first AC) · Tags: brute force

[Sonechko's solution](#)

**1239.**

262C

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

Rating: 1400 · first AC: 2016-04-19 · GNU C++ (first AC) · Tags: greedy, sortings

[Sonechko's solution](#)

**1240.**

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math, strings

[Sonechko's solution](#)

**1241.**

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: data structures, geometry, math

[Sonechko's solution](#)

**1242.**

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: implementation, math, matrices

[Sonechko's solution](#)

**1243.**

550B

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

Quality: 27,450 global accepts · Rating: 1400 · first AC: 2016-04-07 · GNU C++ (first AC) · Tags: bitmasks, brute force

[Sonechko's solution](#)

**1244.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,432 global accepts · Rating: 1400 · first AC: 2016-04-07 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, two pointers

[Sonechko's solution](#)

**1245.**

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Sonechko's solution](#)

**1246.**

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,380 global accepts · Rating: 1400 · first AC: 2016-01-25 · FPC (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**1247.**

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1400 · first AC: 2016-01-14 · FPC (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**1248.**

131C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2016-01-14 · FPC (first AC) · Tags: combinatorics, math

[Sonechko's solution](#)

**1249.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,182 global accepts · Rating: 1400 · first AC: 2016-01-14 · FPC (first AC) · Tags: combinatorics, dp, number theory

[Sonechko's solution](#)

**1250.**

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2015-12-25 · FPC (first AC) · Tags: data structures, expression parsing, math

[Sonechko's solution](#)

**1251.**

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2015-11-24 · FPC (first AC) · Tags: dp, implementation, two pointers

[Sonechko's solution](#)

**1252.**

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-09-29 · FPC (first AC) · Tags: implementation, math, sortings

[Sonechko's solution](#)

**1253.**

111A

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

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2015-05-27 · FPC (first AC) · Tags: greedy

[Sonechko's solution](#)

**1254.**

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2015-05-26 · FPC (first AC) · Tags: brute force, dp, greedy, implementation

[Sonechko's solution](#)

**1255.**

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-05-24 · FPC (first AC) · Tags: brute force, dfs and similar, games

[Sonechko's solution](#)

**1256.**

112C

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

Rating: 1400 · first AC: 2015-05-21 · FPC (first AC) · Tags: greedy, math

[Sonechko's solution](#)

**1257.**

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2015-05-12 · FPC (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**1258.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1400 · first AC: 2015-04-26 · FPC (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Sonechko's solution](#)

**1259.**

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2015-04-12 · FPC (first AC) · Tags: dp, greedy, math

[Sonechko's solution](#)

**1260.**

526B

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

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

[Sonechko's solution](#)

**1261.**

26B

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

Quality: 25,854 global accepts · Rating: 1400 · first AC: 2015-03-03 · FPC (first AC) · Tags: greedy

[Sonechko's solution](#)

**1262.**

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1400 · first AC: 2015-03-03 · FPC (first AC) · Tags: brute force, math

[Sonechko's solution](#)

**1263.**

479C

[Exams](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1400 · first AC: 2015-03-03 · FPC (first AC) · Tags: greedy, sortings

[Sonechko's solution](#)

**1264.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,183 global accepts · Rating: 1400 · first AC: 2015-03-02 · FPC (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[Sonechko's solution](#)

**1265.**

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-02-25 · FPC (first AC) · Tags: greedy, implementation, strings

[Sonechko's solution](#)

**1266.**

158C

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

Quality: 10,391 global accepts · Rating: 1400 · first AC: 2015-02-19 · FPC (first AC) · Tags: \*special, data structures, implementation

[Sonechko's solution](#)

**1267.**

515C

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

Quality: 28,708 global accepts · Rating: 1400 · first AC: 2015-02-17 · FPC (first AC) · Tags: greedy, math, sortings

[Sonechko's solution](#)

**1268.**

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,685 global accepts · Rating: 1400 · first AC: 2015-01-23 · FPC (first AC) · Tags: geometry, math

[Sonechko's solution](#)

**1269.**

505B

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

Quality: 14,981 global accepts · Rating: 1400 · first AC: 2015-01-18 · FPC (first AC) · Tags: dfs and similar, dp, dsu, graphs

[Sonechko's solution](#)

**1270.**

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · FPC (first AC) · Tags: greedy

[Sonechko's solution](#)

**1271.**

448B

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

Quality: 17,314 global accepts · Rating: 1400 · first AC: 2014-07-17 · FPC (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**1272.**

445B

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

Quality: 14,762 global accepts · Rating: 1400 · first AC: 2014-07-06 · FPC (first AC) · Tags: dfs and similar, dsu, greedy

[Sonechko's solution](#)

**1273.**

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,676 global accepts · Rating: 1400 · first AC: 2014-04-20 · FPC (first AC) · Tags: greedy, math

[Sonechko's solution](#)

**1274.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Sonechko's solution](#)

**1275.**

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Sonechko's solution](#)

**1276.**

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Sonechko's solution](#)

**1277.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Sonechko's solution](#)

**1278.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Sonechko's solution](#)

**1279.**

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[Sonechko's solution](#)

**1280.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[Sonechko's solution](#)

**1281.**

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[Sonechko's solution](#)

**1282.**

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Sonechko's solution](#)

**1283.**

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Sonechko's solution](#)

**1284.**

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Sonechko's solution](#)

**1285.**

1283C

[Friends and Gifts](#) · [Tutorial](#)

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[Sonechko's solution](#)

**1286.**

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Sonechko's solution](#)

**1287.**

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**1288.**

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Sonechko's solution](#)

**1289.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[Sonechko's solution](#)

**1290.**

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Sonechko's solution](#)

**1291.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Sonechko's solution](#)

**1292.**

1256D

[Binary String Minimizing](#) · [Tutorial](#)

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**1293.**

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2019-10-26 · FPC (first AC) · Tags: constructive algorithms, implementation, math, sortings

[Sonechko's solution](#)

### 1294.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2019-10-26 · FPC (first AC) · Tags: dsu, implementation

[Sonechko's solution](#)

### 1295.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2019-10-25 · FPC (first AC) · Tags: constructive algorithms, implementation, math

[Sonechko's solution](#)

### 1296.

611C

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

Quality: 9,022 global accepts · Rating: 1500 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Sonechko's solution](#)

### 1297.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sonechko's solution](#)

### 1298.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[Sonechko's solution](#)

### 1299.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-11 · last AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Sonechko's solution](#)

### 1300.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Sonechko's solution](#)

### 1301.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Sonechko's solution](#)

### 1302.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Sonechko's solution](#)

### 1303.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,937 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Sonechko's solution](#)

**1304.**

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sonechko's solution](#)

**1305.**

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sonechko's solution](#)

**1306.**

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,034 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[Sonechko's solution](#)

**1307.**

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Sonechko's solution](#)

**1308.**

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sonechko's solution](#)

**1309.**

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[Sonechko's solution](#)

**1310.**

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sonechko's solution](#)

**1311.**

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**1312.**

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**1313.**

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Sonechko's solution](#)

**1314.**

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,656 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Sonechko's solution](#)

**1315.**

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sonechko's solution](#)

**1316.**

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[Sonechko's solution](#)

**1317.**

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**1318.**

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,034 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Sonechko's solution](#)

**1319.**

177C2

[Party](#) · [Tutorial](#)

Quality: 3,013 global accepts · Rating: 1500 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Sonechko's solution](#)

**1320.**

177C1

[Party](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 1500 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Sonechko's solution](#)

**1321.**

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Sonechko's solution](#)

**1322.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Sonechko's solution](#)

**1323.**

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**1324.**

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

**1325.**

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Sonechko's solution](#)

**1326.**

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sonechko's solution](#)

**1327.**

1031B

[Curiosity Has No Limits](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 1500 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**1328.**

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**1329.**

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**1330.**

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**1331.**

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-03-18 · last AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Sonechko's solution](#)

**1332.**

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**1333.**

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Sonechko's solution](#)

**1334.**

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-07-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Sonechko's solution](#)

**1335.**

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2018-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation  
[Sonechko's solution](#)

**1336.**

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**1337.**

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[Sonechko's solution](#)

**1338.**

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,857 global accepts · Rating: 1500 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees  
[Sonechko's solution](#)

**1339.**

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation  
[Sonechko's solution](#)

**1340.**

978D

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

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[Sonechko's solution](#)

**1341.**

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[Sonechko's solution](#)

**1342.**

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,618 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[Sonechko's solution](#)

**1343.**

272C

[Dima and Staircase](#) · [Tutorial](#)

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[Sonechko's solution](#)

**1344.**

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,394 global accepts · Rating: 1500 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings  
[Sonechko's solution](#)

**1345.**

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees  
[Sonechko's solution](#)

**1346.**

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Sonechko's solution](#)

**1347.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[Sonechko's solution](#)

**1348.**

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Sonechko's solution](#)

**1349.**

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[Sonechko's solution](#)

**1350.**

902C

[Hashing Trees](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Sonechko's solution](#)

**1351.**

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Sonechko's solution](#)

**1352.**

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,654 global accepts · Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Sonechko's solution](#)

**1353.**

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**1354.**

748B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1500 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**1355.**

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[Sonechko's solution](#)

**1356.**

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1500 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

### 1357.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Sonechko's solution](#)

### 1358.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

### 1359.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[Sonechko's solution](#)

### 1360.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Sonechko's solution](#)

### 1361.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Sonechko's solution](#)

### 1362.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[Sonechko's solution](#)

### 1363.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Sonechko's solution](#)

### 1364.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Sonechko's solution](#)

### 1365.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Sonechko's solution](#)

### 1366.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1500 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Sonechko's solution](#)

**1367.**

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**1368.**

858C

[Did you mean...](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1500 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Sonechko's solution](#)

**1369.**

858B

[Which floor?](#) · [Tutorial](#)

Quality: 4,106 global accepts · Rating: 1500 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**1370.**

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**1371.**

854C

[Planning](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**1372.**

356A

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

Quality: 16,789 global accepts · Rating: 1500 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Sonechko's solution](#)

**1373.**

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Sonechko's solution](#)

**1374.**

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Sonechko's solution](#)

**1375.**

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**1376.**

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[Sonechko's solution](#)

**1377.**

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[Sonechko's solution](#)

**1378.**

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,860 global accepts · Rating: 1500 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation  
[Sonechko's solution](#)

**1379.**

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[Sonechko's solution](#)

**1380.**

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings  
[Sonechko's solution](#)

**1381.**

553A

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

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[Sonechko's solution](#)

**1382.**

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[Sonechko's solution](#)

**1383.**

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings  
[Sonechko's solution](#)

**1384.**

809A

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

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings  
[Sonechko's solution](#)

**1385.**

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings  
[Sonechko's solution](#)

**1386.**

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation  
[Sonechko's solution](#)

**1387.**

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 1500 · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation  
[Sonechko's solution](#)

**1388.**

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Sonechko's solution](#)

**1389.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,552 global accepts · Rating: 1500 · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Sonechko's solution](#)

**1390.**

268C

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

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**1391.**

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2017-04-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sonechko's solution](#)

**1392.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2017-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[Sonechko's solution](#)

**1393.**

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,207 global accepts · Rating: 1500 · first AC: 2017-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[Sonechko's solution](#)

**1394.**

771B

[Bear and Different Names](#) · [Tutorial](#)

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Sonechko's solution](#)

**1395.**

770C

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

Quality: 2,936 global accepts · Rating: 1500 · first AC: 2017-03-12 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, graphs, implementation

[Sonechko's solution](#)

**1396.**

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Sonechko's solution](#)

**1397.**

101199J

[Voting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**1398.**

746D

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

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sonechko's solution](#)

**1399.**

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[Sonechko's solution](#)

**1400.**

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 1500 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Sonechko's solution](#)

**1401.**

743C

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

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Sonechko's solution](#)

**1402.**

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Sonechko's solution](#)

**1403.**

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Sonechko's solution](#)

**1404.**

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

[Sonechko's solution](#)

**1405.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2016-07-31 · GNU C++ (first AC) · Tags: binary search, implementation, two pointers

[Sonechko's solution](#)

**1406.**

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2016-07-31 · GNU C++ (first AC) · Tags: brute force, data structures, implementation, math

[Sonechko's solution](#)

**1407.**

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,794 global accepts · Rating: 1500 · first AC: 2016-07-26 · GNU C++ (first AC) · Tags: binary search, strings, two pointers

[Sonechko's solution](#)

**1408.**

697C

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

Rating: 1500 · first AC: 2016-07-14 · GNU C++ (first AC) · Tags: brute force, data structures, implementation, trees

[Sonechko's solution](#)

**1409.**

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[Sonechko's solution](#)

**1410.**

688C

[NP-Hard Problem](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**1411.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Sonechko's solution](#)

**1412.**

677C

[Vanya and Label](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**1413.**

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

[Sonechko's solution](#)

**1414.**

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**1415.**

673C

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-09 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**1416.**

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,392 global accepts · Rating: 1500 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: binary search, implementation

[Sonechko's solution](#)

**1417.**

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**1418.**

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2016-04-12 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory

[Sonechko's solution](#)

**1419.**

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,669 global accepts · Rating: 1500 · first AC: 2016-04-12 · GNU C++ (first AC) · Tags: combinatorics

[Sonechko's solution](#)

**1420.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,463 global accepts · Rating: 1500 · first AC: 2016-04-11 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[Sonechko's solution](#)

**1421.**

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2016-04-11 · GNU C++ (first AC) · Tags: implementation

[Sonechko's solution](#)

**1422.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,869 global accepts · Rating: 1500 · first AC: 2016-04-07 · GNU C++ (first AC) · Tags: dp, greedy

[Sonechko's solution](#)

**1423.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,229 global accepts · Rating: 1500 · first AC: 2016-04-07 · GNU C++ (first AC) · Tags: hashing, implementation

[Sonechko's solution](#)

**1424.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-01-21 · FPC (first AC) · Tags: greedy

[Sonechko's solution](#)

**1425.**

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,463 global accepts · Rating: 1500 · first AC: 2015-12-23 · FPC (first AC) · Tags: combinatorics, strings

[Sonechko's solution](#)

**1426.**

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-20 · FPC (first AC) · Tags: implementation

[Sonechko's solution](#)

**1427.**

588C

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

Rating: 1500 · first AC: 2015-10-16 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**1428.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,925 global accepts · Rating: 1500 · first AC: 2015-09-23 · FPC (first AC) · Tags: binary search, sortings, two pointers

[Sonechko's solution](#)

**1429.**

577C

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

Rating: 1500 · first AC: 2015-09-19 · FPC (first AC) · Tags: implementation, number theory

[Sonechko's solution](#)

**1430.**

574B

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

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2015-08-29 · FPC (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Sonechko's solution](#)

**1431.**

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2015-08-10 · FPC (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**1432.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,642 global accepts · Rating: 1500 · first AC: 2015-06-04 · FPC (first AC) · Tags: brute force, dp, greedy, implementation, strings

[Sonechko's solution](#)

**1433.**

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,138 global accepts · Rating: 1500 · first AC: 2015-06-04 · FPC (first AC) · Tags: brute force, dp, math

[Sonechko's solution](#)

**1434.**

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2015-05-19 · FPC (first AC) · Tags: constructive algorithms, greedy, math

[Sonechko's solution](#)

**1435.**

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2015-03-03 · FPC (first AC) · Tags: brute force, constructive algorithms, implementation

[Sonechko's solution](#)

**1436.**

437B

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

Quality: 10,449 global accepts · Rating: 1500 · first AC: 2014-06-02 · FPC (first AC) · Tags: bitmasks, greedy, implementation, sortings

[Sonechko's solution](#)

**1437.**

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 1500 · first AC: 2014-04-18 · FPC (first AC) · Tags: dp, implementation, math

[Sonechko's solution](#)

**1438.**

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2014-04-05 · FPC (first AC) · Tags: \*special, brute force, constructive algorithms, dsu, implementation

[Sonechko's solution](#)

**1439.**

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2014-03-21 · FPC (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**1440.**

402C

[Searching for Graph](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1500 · first AC: 2014-03-16 · FPC (first AC) · Tags: brute force, constructive algorithms, graphs

[Sonechko's solution](#)

**1441.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**1442.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Sonechko's solution](#)

**1443.**

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Sonechko's solution](#)

**1444.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

**1445.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,635 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Sonechko's solution](#)

**1446.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[Sonechko's solution](#)

**1447.**

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Sonechko's solution](#)

**1448.**

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Sonechko's solution](#)

**1449.**

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**1450.**

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Sonechko's solution](#)

**1451.**

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Sonechko's solution](#)

**1452.**

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Sonechko's solution](#)

**1453.**

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Sonechko's solution](#)

**1454.**

1282B2

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

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Sonechko's solution](#)

**1455.**

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, sortings

[Sonechko's solution](#)

**1456.**

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Sonechko's solution](#)

**1457.**

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Sonechko's solution](#)

**1458.**

1262D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Sonechko's solution](#)

**1459.**

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Sonechko's solution](#)

**1460.**

453A

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

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2017-06-04 · last AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[Sonechko's solution](#)

**1461.**

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[Sonechko's solution](#)

**1462.**

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2019-10-26 · FPC (first AC) · Tags: greedy

[Sonechko's solution](#)

**1463.**

373C

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · FPC (first AC) · Tags: greedy, sortings, two pointers

[Sonechko's solution](#)

**1464.**

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,198 global accepts · Rating: 1600 · first AC: 2019-10-26 · FPC (first AC) · Tags: combinatorics, math

[Sonechko's solution](#)

**1465.**

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[Sonechko's solution](#)

**1466.**

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Sonechko's solution](#)

**1467.**

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

**1468.**

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Sonechko's solution](#)

**1469.**

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sonechko's solution](#)

**1470.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings

[Sonechko's solution](#)

**1471.**

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,275 global accepts · Rating: 1600 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Sonechko's solution](#)

**1472.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[Sonechko's solution](#)

**1473.**

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[Sonechko's solution](#)

**1474.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: trees

[Sonechko's solution](#)

**1475.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[Sonechko's solution](#)

**1476.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**1477.**

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2019-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[Sonechko's solution](#)

**1478.**

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**1479.**

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-22 · last AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[Sonechko's solution](#)

**1480.**

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Sonechko's solution](#)

**1481.**

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[Sonechko's solution](#)

**1482.**

1138D

[Camp Schedule](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[Sonechko's solution](#)

**1483.**

1138C

[Skyscrapers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Sonechko's solution](#)

**1484.**

1112B

[System Testing](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**1485.**

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Sonechko's solution](#)

**1486.**

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Sonechko's solution](#)

**1487.**

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[Sonechko's solution](#)

**1488.**

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Sonechko's solution](#)

**1489.**

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**1490.**

1003D

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

Quality: 8,560 global accepts · Rating: 1600 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**1491.**

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sonechko's solution](#)

**1492.**

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**1493.**

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[Sonechko's solution](#)

**1494.**

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sonechko's solution](#)

**1495.**

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Sonechko's solution](#)

**1496.**

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[Sonechko's solution](#)

**1497.**

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games  
[Sonechko's solution](#)

**1498.**

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation  
[Sonechko's solution](#)

**1499.**

1031C

[Cram Time](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[Sonechko's solution](#)

**1500.**

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[Sonechko's solution](#)

**1501.**

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[Sonechko's solution](#)

**1502.**

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,464 global accepts · Rating: 1600 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings  
[Sonechko's solution](#)

**1503.**

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[Sonechko's solution](#)

**1504.**

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: math  
[Sonechko's solution](#)

**1505.**

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2018-06-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[Sonechko's solution](#)

**1506.**

994C

[Two Squares](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Sonechko's solution](#)

**1507.**

986A

[Fair](#) · [Tutorial](#)

Quality: 8,332 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[Sonechko's solution](#)

**1508.**

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[Sonechko's solution](#)

**1509.**

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Sonechko's solution](#)

**1510.**

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Sonechko's solution](#)

**1511.**

966A

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

Rating: 1600 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Sonechko's solution](#)

**1512.**

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Sonechko's solution](#)

**1513.**

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sonechko's solution](#)

**1514.**

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**1515.**

780B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 12,646 global accepts · Rating: 1600 · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Sonechko's solution](#)

**1516.**

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Sonechko's solution](#)

**1517.**

924B

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

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers  
[Sonechko's solution](#)

### 1518.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[Sonechko's solution](#)

### 1519.

378C

[Maze](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar  
[Sonechko's solution](#)

### 1520.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[Sonechko's solution](#)

### 1521.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[Sonechko's solution](#)

### 1522.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings  
[Sonechko's solution](#)

### 1523.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings  
[Sonechko's solution](#)

### 1524.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1600 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers  
[Sonechko's solution](#)

### 1525.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms  
[Sonechko's solution](#)

### 1526.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory  
[Sonechko's solution](#)

### 1527.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths  
[Sonechko's solution](#)

**1528.**

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

[Sonechko's solution](#)

**1529.**

910B

[Door Frames](#) · [Tutorial](#)

Quality: 1,873 global accepts · Rating: 1600 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**1530.**

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**1531.**

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Sonechko's solution](#)

**1532.**

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**1533.**

369C

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

Quality: 12,034 global accepts · Rating: 1600 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Sonechko's solution](#)

**1534.**

476C

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

Quality: 6,026 global accepts · Rating: 1600 · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sonechko's solution](#)

**1535.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,502 global accepts · Rating: 1600 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

[Sonechko's solution](#)

**1536.**

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Sonechko's solution](#)

**1537.**

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Sonechko's solution](#)

**1538.**

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Sonechko's solution](#)

**1539.**

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**1540.**

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Sonechko's solution](#)

**1541.**

858D

[Polycarp's phone book](#) · [Tutorial](#)

Quality: 4,183 global accepts · Rating: 1600 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Sonechko's solution](#)

**1542.**

343B

[Alternating Current](#) · [Tutorial](#)

Quality: 17,294 global accepts · Rating: 1600 · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Sonechko's solution](#)

**1543.**

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 1600 · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[Sonechko's solution](#)

**1544.**

849C

[From Y to Y](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Sonechko's solution](#)

**1545.**

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Sonechko's solution](#)

**1546.**

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**1547.**

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1600 · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Sonechko's solution](#)

**1548.**

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**1549.**

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**1550.**

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**1551.**

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Sonechko's solution](#)

**1552.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-02 · last AC: 2017-07-04 · GNU C++ (first AC) · Tags: data structures, dsu

[Sonechko's solution](#)

**1553.**

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Sonechko's solution](#)

**1554.**

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Sonechko's solution](#)

**1555.**

343A

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

Quality: 10,082 global accepts · Rating: 1600 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sonechko's solution](#)

**1556.**

780C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Sonechko's solution](#)

**1557.**

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[Sonechko's solution](#)

**1558.**

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1600 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[Sonechko's solution](#)

**1559.**

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Sonechko's solution](#)

**1560.**

715A

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

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2017-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[Sonechko's solution](#)

### 1561.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory  
[Sonechko's solution](#)

### 1562.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp  
[Sonechko's solution](#)

### 1563.

735C

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

Quality: 7,965 global accepts · Rating: 1600 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
[Sonechko's solution](#)

### 1564.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2017-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math  
[Sonechko's solution](#)

### 1565.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings  
[Sonechko's solution](#)

### 1566.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2017-05-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[Sonechko's solution](#)

### 1567.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths  
[Sonechko's solution](#)

### 1568.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: number theory  
[Sonechko's solution](#)

### 1569.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,164 global accepts · Rating: 1600 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, sortings  
[Sonechko's solution](#)

### 1570.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths  
[Sonechko's solution](#)

**1571.**

165C

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

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[Sonechko's solution](#)

**1572.**

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[Sonechko's solution](#)

**1573.**

789C

[Functions again](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers

[Sonechko's solution](#)

**1574.**

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Sonechko's solution](#)

**1575.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,052 global accepts · Rating: 1600 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[Sonechko's solution](#)

**1576.**

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Sonechko's solution](#)

**1577.**

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Sonechko's solution](#)

**1578.**

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[Sonechko's solution](#)

**1579.**

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Sonechko's solution](#)

**1580.**

742D

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[Sonechko's solution](#)

**1581.**

742C

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[Sonechko's solution](#)

**1582.**

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,747 global accepts · Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: math, number theory

[Sonechko's solution](#)

**1583.**

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

[Sonechko's solution](#)

**1584.**

733D

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

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

[Sonechko's solution](#)

**1585.**

731C

[Socks](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2016-10-16 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Sonechko's solution](#)

**1586.**

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2016-10-15 · GNU C++ (first AC) · Tags: expression parsing, implementation, strings

[Sonechko's solution](#)

**1587.**

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Sonechko's solution](#)

**1588.**

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1600 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: greedy

[Sonechko's solution](#)

**1589.**

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2016-09-11 · GNU C++ (first AC) · Tags: greedy, math

[Sonechko's solution](#)

**1590.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2016-08-11 · GNU C++ (first AC) · Tags: dp, strings

[Sonechko's solution](#)

**1591.**

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: brute force, data structures, implementation

[Sonechko's solution](#)

**1592.**

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1600 · first AC: 2016-07-13 · GNU C++ (first AC) · Tags: implementation, strings

[Sonechko's solution](#)

**1593.**

682C

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

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2016-06-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[Sonechko's solution](#)

**1594.**

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,825 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy

[Sonechko's solution](#)

**1595.**

678C

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

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++ (first AC) · Tags: implementation, math, number theory

[Sonechko's solution](#)

**1596.**

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++ (first AC) · Tags: implementation

[Sonechko's solution](#)

**1597.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,777 global accepts · Rating: 1600 · first AC: 2016-05-31 · GNU C++ (first AC) · Tags: dp, implementation, trees

[Sonechko's solution](#)

**1598.**

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2016-04-20 · GNU C++ (first AC) · Tags: implementation

[Sonechko's solution](#)

**1599.**

214B

[Homework](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2016-04-18 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Sonechko's solution](#)

**1600.**

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

[Sonechko's solution](#)

**1601.**

658C

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

Rating: 1600 · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: constructive algorithms, trees

[Sonechko's solution](#)

**1602.**

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers

[Sonechko's solution](#)

**1603.**

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2016-01-11 · last AC: 2016-01-11 · FPC (first AC) · Tags: binary search, data structures, two pointers

[Sonechko's solution](#)

**1604.**

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-01-08 · FPC (first AC) · Tags: dp, graphs

[Sonechko's solution](#)

**1605.**

606C

[Sorting Railway Cars](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-09 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**1606.**

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-12-08 · FPC (first AC) · Tags: brute force, geometry, math

[Sonechko's solution](#)

**1607.**

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-20 · FPC (first AC) · Tags: sortings

[Sonechko's solution](#)

**1608.**

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2015-08-24 · FPC (first AC) · Tags: constructive algorithms, data structures, implementation

[Sonechko's solution](#)

**1609.**

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-04-12 · FPC (first AC) · Tags: math

[Sonechko's solution](#)

**1610.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,315 global accepts · Rating: 1600 · first AC: 2015-04-09 · FPC (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**1611.**

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2015-03-26 · FPC (first AC) · Tags: greedy, math, sortings

[Sonechko's solution](#)

**1612.**

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-02-25 · FPC (first AC) · Tags: constructive algorithms, data structures, implementation

[Sonechko's solution](#)

**1613.**

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-02-25 · FPC (first AC) · Tags: constructive algorithms, strings

[Sonechko's solution](#)

### 1614.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Sonechko's solution](#)

### 1615.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Sonechko's solution](#)

### 1616.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Sonechko's solution](#)

### 1617.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Sonechko's solution](#)

### 1618.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Sonechko's solution](#)

### 1619.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Sonechko's solution](#)

### 1620.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Sonechko's solution](#)

### 1621.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,013 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Sonechko's solution](#)

### 1622.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Sonechko's solution](#)

### 1623.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Sonechko's solution](#)

**1624.**

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Sonechko's solution](#)

**1625.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Sonechko's solution](#)

**1626.**

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[Sonechko's solution](#)

**1627.**

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Sonechko's solution](#)

**1628.**

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Sonechko's solution](#)

**1629.**

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Sonechko's solution](#)

**1630.**

1262C

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**1631.**

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sonechko's solution](#)

**1632.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,250 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Sonechko's solution](#)

**1633.**

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Sonechko's solution](#)

**1634.**

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**1635.**

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sonechko's solution](#)

**1636.**

518D

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

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2018-10-23 · last AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Sonechko's solution](#)

**1637.**

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[Sonechko's solution](#)

**1638.**

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers

[Sonechko's solution](#)

**1639.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,768 global accepts · Rating: 1700 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Sonechko's solution](#)

**1640.**

1249E

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

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths

[Sonechko's solution](#)

**1641.**

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Sonechko's solution](#)

**1642.**

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[Sonechko's solution](#)

**1643.**

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sonechko's solution](#)

**1644.**

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[Sonechko's solution](#)

**1645.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Sonechko's solution](#)

**1646.**

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Sonechko's solution](#)

**1647.**

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Sonechko's solution](#)

**1648.**

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sonechko's solution](#)

**1649.**

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu

[Sonechko's solution](#)

**1650.**

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**1651.**

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[Sonechko's solution](#)

**1652.**

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sonechko's solution](#)

**1653.**

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[Sonechko's solution](#)

**1654.**

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings

[Sonechko's solution](#)

**1655.**

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Sonechko's solution](#)

**1656.**

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[Sonechko's solution](#)

**1657.**

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Sonechko's solution](#)

**1658.**

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[Sonechko's solution](#)

**1659.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[Sonechko's solution](#)

**1660.**

1032C

[Playing Piano](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[Sonechko's solution](#)

**1661.**

1075C

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[Sonechko's solution](#)

**1662.**

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[Sonechko's solution](#)

**1663.**

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1700 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Sonechko's solution](#)

**1664.**

339D

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

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2017-05-07 · last AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Sonechko's solution](#)

**1665.**

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,438 global accepts · Rating: 1700 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Sonechko's solution](#)

**1666.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Sonechko's solution](#)

**1667.**

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[Sonechko's solution](#)

**1668.**

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Sonechko's solution](#)

**1669.**

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Sonechko's solution](#)

**1670.**

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Sonechko's solution](#)

**1671.**

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Sonechko's solution](#)

**1672.**

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 1700 · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Sonechko's solution](#)

**1673.**

339C

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

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Sonechko's solution](#)

**1674.**

984C

[Finite or not?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-05-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Sonechko's solution](#)

**1675.**

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[Sonechko's solution](#)

**1676.**

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy  
[Sonechko's solution](#)

**1677.**

977F

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

Quality: 25,131 global accepts · Rating: 1700 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[Sonechko's solution](#)

**1678.**

966B

[Resource Distribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[Sonechko's solution](#)

**1679.**

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation  
[Sonechko's solution](#)

**1680.**

924C

[Riverside Curio](#) · [Tutorial](#)

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

**1681.**

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Sonechko's solution](#)

**1682.**

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  
[Sonechko's solution](#)

**1683.**

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[Sonechko's solution](#)

**1684.**

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[Sonechko's solution](#)

**1685.**

929C

[A Problem with AC, 2C and CA](#)

Quality: 1,203 global accepts · Rating: 1700 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: \*special, combinatorics, math  
[Sonechko's solution](#)

**1686.**

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Sonechko's solution](#)

**1687.**

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[Sonechko's solution](#)

**1688.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[Sonechko's solution](#)

**1689.**

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[Sonechko's solution](#)

**1690.**

910C

[Minimum Sum](#) · [Tutorial](#)

Quality: 2,161 global accepts · Rating: 1700 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sonechko's solution](#)

**1691.**

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[Sonechko's solution](#)

**1692.**

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[Sonechko's solution](#)

**1693.**

897C

[Nephren gives a riddle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math

[Sonechko's solution](#)

**1694.**

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Sonechko's solution](#)

**1695.**

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, strings

[Sonechko's solution](#)

**1696.**

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**1697.**

834C

[The Meaningless Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-08-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sonechko's solution](#)

**1698.**

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings

[Sonechko's solution](#)

**1699.**

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2017-06-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**1700.**

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Sonechko's solution](#)

**1701.**

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Sonechko's solution](#)

**1702.**

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,142 global accepts · Rating: 1700 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Sonechko's solution](#)

**1703.**

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Sonechko's solution](#)

**1704.**

546D

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

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Sonechko's solution](#)

**1705.**

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Sonechko's solution](#)

**1706.**

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Sonechko's solution](#)

**1707.**

484A

[Bits](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1700 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms  
[Sonechko's solution](#)

**1708.**

559B

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

Quality: 11,674 global accepts · Rating: 1700 · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings  
[Sonechko's solution](#)

**1709.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,476 global accepts · Rating: 1700 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[Sonechko's solution](#)

**1710.**

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory  
[Sonechko's solution](#)

**1711.**

567C

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

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp  
[Sonechko's solution](#)

**1712.**

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation  
[Sonechko's solution](#)

**1713.**

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[Sonechko's solution](#)

**1714.**

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,842 global accepts · Rating: 1700 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings  
[Sonechko's solution](#)

**1715.**

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[Sonechko's solution](#)

**1716.**

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: \*special, bitmasks, brute force, meet-in-the-middle  
[Sonechko's solution](#)

**1717.**

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, graphs, greedy, shortest paths

[Sonechko's solution](#)

### 1718.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

[Sonechko's solution](#)

### 1719.

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[Sonechko's solution](#)

### 1720.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[Sonechko's solution](#)

### 1721.

759A

[Pavel and barbecue](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Sonechko's solution](#)

### 1722.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[Sonechko's solution](#)

### 1723.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[Sonechko's solution](#)

### 1724.

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

[Sonechko's solution](#)

### 1725.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sonechko's solution](#)

### 1726.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: implementation

[Sonechko's solution](#)

### 1727.

732D

[Exams](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**1728.**

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++ (first AC) · Tags: dp

[Sonechko's solution](#)

**1729.**

699D

[Fix a Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-07-19 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[Sonechko's solution](#)

**1730.**

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**1731.**

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-25 · last AC: 2016-06-25 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp, math

[Sonechko's solution](#)

**1732.**

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: data structures, dsu, strings

[Sonechko's solution](#)

**1733.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2016-04-07 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Sonechko's solution](#)

**1734.**

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, data structures, two pointers

[Sonechko's solution](#)

**1735.**

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,431 global accepts · Rating: 1700 · first AC: 2016-03-01 · FPC (first AC) · Tags: sortings, strings

[Sonechko's solution](#)

**1736.**

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-01-23 · FPC (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

**1737.**

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2015-11-15 · FPC (first AC) · Tags: combinatorics, greedy, sortings

[Sonechko's solution](#)

**1738.**

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-06 · FPC (first AC) · Tags: binary search, data structures, greedy, sortings  
[Sonechko's solution](#)

### 1739.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2015-05-27 · FPC (first AC) · Tags: constructive algorithms  
[Sonechko's solution](#)

### 1740.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1700 · first AC: 2014-12-03 · FPC (first AC) · Tags: constructive algorithms, games, math  
[Sonechko's solution](#)

### 1741.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2014-10-06 · FPC (first AC) · Tags: dp  
[Sonechko's solution](#)

### 1742.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2014-04-05 · FPC (first AC) · Tags: \*special  
[Sonechko's solution](#)

### 1743.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-04-05 · FPC (first AC) · Tags: \*special  
[Sonechko's solution](#)

### 1744.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,936 global accepts · Rating: 1800 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy  
[Sonechko's solution](#)

### 1745.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, dsu, implementation, math, sortings  
[Sonechko's solution](#)

### 1746.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers  
[Sonechko's solution](#)

### 1747.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees  
[Sonechko's solution](#)

### 1748.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sonechko's solution](#)

**1749.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,525 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Sonechko's solution](#)

**1750.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Sonechko's solution](#)

**1751.**

1326D2

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

Quality: 11,757 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Sonechko's solution](#)

**1752.**

1324F

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

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Sonechko's solution](#)

**1753.**

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Sonechko's solution](#)

**1754.**

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[Sonechko's solution](#)

**1755.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,218 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Sonechko's solution](#)

**1756.**

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Sonechko's solution](#)

**1757.**

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Sonechko's solution](#)

**1758.**

1227D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,731 global accepts · Rating: 1800 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Sonechko's solution](#)

**1759.**

1262D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Sonechko's solution](#)

**1760.**

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Sonechko's solution](#)

**1761.**

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[Sonechko's solution](#)

**1762.**

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[Sonechko's solution](#)

**1763.**

168D

[Wizards and Huge Prize](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Sonechko's solution](#)

**1764.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Sonechko's solution](#)

**1765.**

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**1766.**

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Sonechko's solution](#)

**1767.**

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Sonechko's solution](#)

**1768.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sonechko's solution](#)

**1769.**

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: games

[Sonechko's solution](#)

**1770.**

80D

[Falling Anvils](#) · [Tutorial](#)

Quality: 1800 · first AC: 2019-07-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry, probabilities

[Sonechko's solution](#)

**1771.**

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sonechko's solution](#)

**1772.**

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,702 global accepts · Rating: 1800 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[Sonechko's solution](#)

**1773.**

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**1774.**

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sonechko's solution](#)

**1775.**

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2019-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math

[Sonechko's solution](#)

**1776.**

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2019-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Sonechko's solution](#)

**1777.**

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Sonechko's solution](#)

**1778.**

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**1779.**

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2017-11-09 · last AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Sonechko's solution](#)

**1780.**

1005E1

[Median on Segments \(Permutations Edition\) · Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Sonechko's solution](#)

**1781.**

1108E1

[Array and Segments \(Easy version\) · Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Sonechko's solution](#)

**1782.**

161D

[Distance in Tree · Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Sonechko's solution](#)

**1783.**

984D

[XOR-pyramid · Tutorial](#)

Rating: 1800 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sonechko's solution](#)

**1784.**

1081D

[Maximum Distance · Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[Sonechko's solution](#)

**1785.**

1083A

[The Fair Nut and the Best Path · Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Sonechko's solution](#)

**1786.**

1082D

[Maximum Diameter Graph · Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Sonechko's solution](#)

**1787.**

1062D

[Fun with Integers · Tutorial](#)

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[Sonechko's solution](#)

**1788.**

1076D

[Edge Deletion · Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[Sonechko's solution](#)

**1789.**

1073C

[Vasya and Robot · Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[Sonechko's solution](#)

**1790.**

1067B

[Multihedgehog · Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Sonechko's solution](#)

**1791.**

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Sonechko's solution](#)

**1792.**

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[Sonechko's solution](#)

**1793.**

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Sonechko's solution](#)

**1794.**

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Sonechko's solution](#)

**1795.**

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Sonechko's solution](#)

**1796.**

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[Sonechko's solution](#)

**1797.**

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Sonechko's solution](#)

**1798.**

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Sonechko's solution](#)

**1799.**

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Sonechko's solution](#)

**1800.**

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**1801.**

964C

[Alternating Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory

[Sonechko's solution](#)

**1802.**

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sonechko's solution](#)

**1803.**

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2018-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sonechko's solution](#)

**1804.**

923C

[Perfect Security](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**1805.**

911D

[Inversion Counting](#) · [Tutorial](#)

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Sonechko's solution](#)

**1806.**

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sonechko's solution](#)

**1807.**

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Sonechko's solution](#)

**1808.**

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[Sonechko's solution](#)

**1809.**

914C

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

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[Sonechko's solution](#)

**1810.**

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2018-01-15 · GNU C++11 (first AC) · Tags: dp

[Sonechko's solution](#)

**1811.**

913D

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

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · last AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Sonechko's solution](#)

**1812.**

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms,

math, number theory

[Sonechko's solution](#)

**1813.**

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

[Sonechko's solution](#)

**1814.**

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sonechko's solution](#)

**1815.**

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Sonechko's solution](#)

**1816.**

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,028 global accepts · Rating: 1800 · first AC: 2017-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Sonechko's solution](#)

**1817.**

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Sonechko's solution](#)

**1818.**

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Sonechko's solution](#)

**1819.**

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sonechko's solution](#)

**1820.**

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Sonechko's solution](#)

**1821.**

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Sonechko's solution](#)

**1822.**

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Sonechko's solution](#)

**1823.**

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Sonechko's solution](#)

**1824.**

854D

[Jury Meeting](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**1825.**

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Sonechko's solution](#)

**1826.**

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Sonechko's solution](#)

**1827.**

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Sonechko's solution](#)

**1828.**

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2017-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Sonechko's solution](#)

**1829.**

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Sonechko's solution](#)

**1830.**

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Sonechko's solution](#)

**1831.**

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**1832.**

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Sonechko's solution](#)

**1833.**

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2017-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers

[Sonechko's solution](#)

**1834.**

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,478 global accepts · Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: geometry

[Sonechko's solution](#)

**1835.**

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 4,989 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Sonechko's solution](#)

**1836.**

478C

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

Quality: 20,593 global accepts · Rating: 1800 · first AC: 2017-04-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**1837.**

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, strings

[Sonechko's solution](#)

**1838.**

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[Sonechko's solution](#)

**1839.**

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[Sonechko's solution](#)

**1840.**

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Sonechko's solution](#)

**1841.**

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Sonechko's solution](#)

**1842.**

733C

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

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Sonechko's solution](#)

**1843.**

727D

[T-shirts Distribution](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2016-10-15 · GNU C++ (first AC) · Tags: constructive algorithms, flows, greedy

[Sonechko's solution](#)

**1844.**

721C

[Journey](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**1845.**

706D

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

Quality: 12,587 global accepts · Rating: 1800 · first AC: 2016-08-11 · GNU C++ (first AC) · Tags: binary search, bitmasks, data structures, trees

[Sonechko's solution](#)

**1846.**

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: combinatorics

[Sonechko's solution](#)

**1847.**

672C

[Recycling Bottles](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-05-11 · GNU C++ (first AC) · Tags: brute force, geometry, greedy, implementation

[Sonechko's solution](#)

**1848.**

667C

[Reberland Linguistics](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: dp, strings

[Sonechko's solution](#)

**1849.**

664B

[Rebus](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-04-17 · GNU C++ (first AC) · Tags: greedy

[Sonechko's solution](#)

**1850.**

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++ (first AC) · Tags: data structures, sortings

[Sonechko's solution](#)

**1851.**

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++ (first AC) · Tags: combinatorics, sortings, two pointers

[Sonechko's solution](#)

**1852.**

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2015-11-27 · FPC (first AC) · Tags: constructive algorithms, greedy, strings

[Sonechko's solution](#)

**1853.**

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2015-04-15 · FPC (first AC) · Tags: brute force, games, implementation

[Sonechko's solution](#)

**1854.**

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**1855.**

740D

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

Rating: 1900 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graph matchings, graphs

[Sonechko's solution](#)

**1856.**

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-24 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Sonechko's solution](#)

**1857.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2017-06-15 · last AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[Sonechko's solution](#)

**1858.**

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Sonechko's solution](#)

**1859.**

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[Sonechko's solution](#)

**1860.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,172 global accepts · Rating: 1900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Sonechko's solution](#)

**1861.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Sonechko's solution](#)

**1862.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,722 global accepts · Rating: 1900 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Sonechko's solution](#)

**1863.**

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Sonechko's solution](#)

**1864.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Sonechko's solution](#)

**1865.**

1294E

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

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[Sonechko's solution](#)

**1866.**

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs  
[Sonechko's solution](#)

**1867.**

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[Sonechko's solution](#)

**1868.**

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[Sonechko's solution](#)

**1869.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings  
[Sonechko's solution](#)

**1870.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2018-10-23 · last AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities  
[Sonechko's solution](#)

**1871.**

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, number theory  
[Sonechko's solution](#)

**1872.**

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: matrices  
[Sonechko's solution](#)

**1873.**

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities  
[Sonechko's solution](#)

**1874.**

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,378 global accepts · Rating: 1900 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[Sonechko's solution](#)

**1875.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Sonechko's solution](#)

**1876.**

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Sonechko's solution](#)

**1877.**

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[Sonechko's solution](#)

**1878.**

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Sonechko's solution](#)

**1879.**

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Sonechko's solution](#)

**1880.**

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Sonechko's solution](#)

**1881.**

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[Sonechko's solution](#)

**1882.**

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Sonechko's solution](#)

**1883.**

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Sonechko's solution](#)

**1884.**

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Sonechko's solution](#)

**1885.**

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**1886.**

1013E

[Hills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sonechko's solution](#)

**1887.**

1013D

[Chemical table](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, matrices

[Sonechko's solution](#)

**1888.**

1112C

[Diana and Liana](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[Sonechko's solution](#)

**1889.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sonechko's solution](#)

**1890.**

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[Sonechko's solution](#)

**1891.**

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Sonechko's solution](#)

**1892.**

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

**1893.**

1078A

[Barcelonian Distance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, shortest paths

[Sonechko's solution](#)

**1894.**

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Sonechko's solution](#)

**1895.**

1075D

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, trees

[Sonechko's solution](#)

**1896.**

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sonechko's solution](#)

**1897.**

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[Sonechko's solution](#)

**1898.**

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,044 global accepts · Rating: 1900 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Sonechko's solution](#)

**1899.**

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Sonechko's solution](#)

**1900.**

57C

[Array](#) · [Tutorial](#)

Quality: 4,006 global accepts · Rating: 1900 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Sonechko's solution](#)

**1901.**

122E

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

Rating: 1900 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**1902.**

1031D

[Minimum path](#) · [Tutorial](#)

Quality: 2,985 global accepts · Rating: 1900 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**1903.**

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[Sonechko's solution](#)

**1904.**

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**1905.**

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[Sonechko's solution](#)

**1906.**

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data

structures, graphs, greedy

[Sonechko's solution](#)

**1907.**

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Sonechko's solution](#)

**1908.**

994D

[Open Communication](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[Sonechko's solution](#)

**1909.**

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Sonechko's solution](#)

**1910.**

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, trees

[Sonechko's solution](#)

**1911.**

965D

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

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[Sonechko's solution](#)

**1912.**

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sonechko's solution](#)

**1913.**

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[Sonechko's solution](#)

**1914.**

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sonechko's solution](#)

**1915.**

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,183 global accepts · Rating: 1900 · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation

[Sonechko's solution](#)

**1916.**

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Sonechko's solution](#)

**1917.**

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: \*special, strings, trees

[Sonechko's solution](#)

**1918.**

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

[Sonechko's solution](#)

**1919.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[Sonechko's solution](#)

**1920.**

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Sonechko's solution](#)

**1921.**

883G

[Orientation of Edges](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Sonechko's solution](#)

**1922.**

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Sonechko's solution](#)

**1923.**

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, math

[Sonechko's solution](#)

**1924.**

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Sonechko's solution](#)

**1925.**

835D

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

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, strings

[Sonechko's solution](#)

**1926.**

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Sonechko's solution](#)

**1927.**

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[Sonechko's solution](#)

**1928.**

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Sonechko's solution](#)

**1929.**

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1900 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Sonechko's solution](#)

**1930.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,882 global accepts · Rating: 1900 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Sonechko's solution](#)

**1931.**

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Sonechko's solution](#)

**1932.**

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[Sonechko's solution](#)

**1933.**

456D

[A Lot of Games](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, strings

[Sonechko's solution](#)

**1934.**

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, trees

[Sonechko's solution](#)

**1935.**

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2016-10-16 · GNU C++ (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Sonechko's solution](#)

**1936.**

724D

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

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

[Sonechko's solution](#)

**1937.**

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-02 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[Sonechko's solution](#)

**1938.**

717E

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

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: dfs and similar

[Sonechko's solution](#)

**1939.**

717D

[Dexterina's Lab](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**1940.**

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-25 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sonechko's solution](#)

**1941.**

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2016-07-31 · GNU C++ (first AC) · Tags: math

[Sonechko's solution](#)

**1942.**

688E

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

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

[Sonechko's solution](#)

**1943.**

687C

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

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: dp

[Sonechko's solution](#)

**1944.**

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2016-04-03 · GNU C++ (first AC) · Tags: \*special

[Sonechko's solution](#)

**1945.**

608D

[Zuma](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-12-23 · FPC (first AC) · Tags: dp

[Sonechko's solution](#)

**1946.**

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2014-03-21 · FPC (first AC) · Tags: dp, implementation

[Sonechko's solution](#)

**1947.**

381E

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

Rating: 2000 · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Sonechko's solution](#)

**1948.**

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[Sonechko's solution](#)

**1949.**

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,619 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Sonechko's solution](#)

**1950.**

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Sonechko's solution](#)

**1951.**

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Sonechko's solution](#)

**1952.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sonechko's solution](#)

**1953.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Sonechko's solution](#)

**1954.**

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Sonechko's solution](#)

**1955.**

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Sonechko's solution](#)

**1956.**

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Sonechko's solution](#)

**1957.**

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Sonechko's solution](#)

**1958.**

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Sonechko's solution](#)

**1959.**

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings

[Sonechko's solution](#)

**1960.**

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Sonechko's solution](#)

**1961.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 2000 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Sonechko's solution](#)

**1962.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Sonechko's solution](#)

**1963.**

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Sonechko's solution](#)

**1964.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Sonechko's solution](#)

**1965.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Sonechko's solution](#)

**1966.**

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[Sonechko's solution](#)

**1967.**

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sonechko's solution](#)

**1968.**

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[Sonechko's solution](#)

**1969.**

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Sonechko's solution](#)

## 1970.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[Sonechko's solution](#)

## 1971.

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Sonechko's solution](#)

## 1972.

33D

[Knights](#) · [Tutorial](#)

Quality: 1,561 global accepts · Rating: 2000 · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs, shortest paths, sortings

[Sonechko's solution](#)

## 1973.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Sonechko's solution](#)

## 1974.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Sonechko's solution](#)

## 1975.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Sonechko's solution](#)

## 1976.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[Sonechko's solution](#)

## 1977.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[Sonechko's solution](#)

## 1978.

998D

[Roman Digits](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy

[Sonechko's solution](#)

## 1979.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy  
[Sonechko's solution](#)

### 1980.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Sonechko's solution](#)

### 1981.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[Sonechko's solution](#)

### 1982.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Sonechko's solution](#)

### 1983.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sonechko's solution](#)

### 1984.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Sonechko's solution](#)

### 1985.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sonechko's solution](#)

### 1986.

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[Sonechko's solution](#)

### 1987.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[Sonechko's solution](#)

### 1988.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,873 global accepts · Rating: 2000 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Sonechko's solution](#)

### 1989.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[Sonechko's solution](#)

### 1990.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Sonechko's solution](#)

### 1991.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Sonechko's solution](#)

### 1992.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Sonechko's solution](#)

### 1993.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[Sonechko's solution](#)

### 1994.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Sonechko's solution](#)

### 1995.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Sonechko's solution](#)

### 1996.

897D

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, interactive

[Sonechko's solution](#)

### 1997.

890D

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, strings

[Sonechko's solution](#)

### 1998.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[Sonechko's solution](#)

### 1999.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Sonechko's solution](#)

### 2000.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,061 global accepts · Rating: 2000 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Sonechko's solution](#)

## 2001.

842C

### [Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[Sonechko's solution](#)

## 2002.

773B

### [Dynamic Problem Scoring](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Sonechko's solution](#)

## 2003.

797E

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

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Sonechko's solution](#)

## 2004.

784E

### [Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: \*special, brute force, implementation

[Sonechko's solution](#)

## 2005.

777E

### [Hanoi Factory](#) · [Tutorial](#)

Quality: 4,752 global accepts · Rating: 2000 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Sonechko's solution](#)

## 2006.

676D

### [Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-05-25 · last AC: 2017-02-13 · GNU C++ (first AC) · Tags: graphs, implementation, shortest paths

[Sonechko's solution](#)

## 2007.

758D

### [Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[Sonechko's solution](#)

## 2008.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sonechko's solution](#)

## 2009.

101199M

### [Leaving Auction](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

## 2010.

749D

### [Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Sonechko's solution](#)

**2011.**

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2016-02-20 · FPC (first AC) · Tags: dp, strings

[Sonechko's solution](#)

**2012.**

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2015-10-24 · FPC (first AC) · Tags: data structures, schedules

[Sonechko's solution](#)

**2013.**

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,267 global accepts · Rating: 2000 · first AC: 2015-05-27 · FPC (first AC) · Tags: brute force, math

[Sonechko's solution](#)

**2014.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2015.**

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Sonechko's solution](#)

**2016.**

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Sonechko's solution](#)

**2017.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[Sonechko's solution](#)

**2018.**

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[Sonechko's solution](#)

**2019.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 2100 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Sonechko's solution](#)

**2020.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[Sonechko's solution](#)

**2021.**

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[Sonechko's solution](#)

## 2022.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[Sonechko's solution](#)

## 2023.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[Sonechko's solution](#)

## 2024.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Sonechko's solution](#)

## 2025.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Sonechko's solution](#)

## 2026.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Sonechko's solution](#)

## 2027.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2018-10-23 · last AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[Sonechko's solution](#)

## 2028.

519E

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

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[Sonechko's solution](#)

## 2029.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[Sonechko's solution](#)

## 2030.

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, greedy

[Sonechko's solution](#)

## 2031.

1028D

[Order book](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2100 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, greedy  
[Sonechko's solution](#)

### 2032.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy  
[Sonechko's solution](#)

### 2033.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, trees  
[Sonechko's solution](#)

### 2034.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees  
[Sonechko's solution](#)

### 2035.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings  
[Sonechko's solution](#)

### 2036.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory  
[Sonechko's solution](#)

### 2037.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings  
[Sonechko's solution](#)

### 2038.

1112D

[Compress String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: strings  
[Sonechko's solution](#)

### 2039.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle  
[Sonechko's solution](#)

### 2040.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths  
[Sonechko's solution](#)

### 2041.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[Sonechko's solution](#)

**2042.**

1108E2

[Array and Segments \(Hard version\) · Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Sonechko's solution](#)

**2043.**

766E

[Mahmoud and a xor trip · Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[Sonechko's solution](#)

**2044.**

1098B

[Nice table · Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Sonechko's solution](#)

**2045.**

1003E

[Tree Constructing · Tutorial](#)

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Sonechko's solution](#)

**2046.**

1056E

[Check Transcription · Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, strings

[Sonechko's solution](#)

**2047.**

1078B

[The Unbearable Lightness of Weights · Tutorial](#)

Rating: 2100 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Sonechko's solution](#)

**2048.**

1075E

[Optimal Polygon Perimeter · Tutorial](#)

Rating: 2100 · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[Sonechko's solution](#)

**2049.**

1000E

[We Need More Bosses · Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Sonechko's solution](#)

**2050.**

1070E

[Getting Deals Done · Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Sonechko's solution](#)

**2051.**

1066F

[Yet another 2D Walking · Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sonechko's solution](#)

## 2052.

996C

[Tesla](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

## 2053.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[Sonechko's solution](#)

## 2054.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Sonechko's solution](#)

## 2055.

994E

[Careful Maneuvering](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-06-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[Sonechko's solution](#)

## 2056.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Sonechko's solution](#)

## 2057.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2100 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sonechko's solution](#)

## 2058.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Sonechko's solution](#)

## 2059.

985E

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

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Sonechko's solution](#)

## 2060.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Sonechko's solution](#)

## 2061.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[Sonechko's solution](#)

## 2062.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[Sonechko's solution](#)

**2063.**

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2100 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices, sortings

[Sonechko's solution](#)

**2064.**

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Sonechko's solution](#)

**2065.**

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[Sonechko's solution](#)

**2066.**

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2017-12-07 · last AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[Sonechko's solution](#)

**2067.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2017-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Sonechko's solution](#)

**2068.**

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,789 global accepts · Rating: 2100 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[Sonechko's solution](#)

**2069.**

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[Sonechko's solution](#)

**2070.**

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[Sonechko's solution](#)

**2071.**

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, meet-in-the-middle

[Sonechko's solution](#)

**2072.**

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar

[Sonechko's solution](#)

**2073.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2017-04-11 · last AC: 2017-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[Sonechko's solution](#)

**2074.**

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Sonechko's solution](#)

**2075.**

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Sonechko's solution](#)

**2076.**

763B

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

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[Sonechko's solution](#)

**2077.**

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[Sonechko's solution](#)

**2078.**

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Sonechko's solution](#)

**2079.**

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: data structures

[Sonechko's solution](#)

**2080.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2081.**

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[Sonechko's solution](#)

**2082.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Sonechko's solution](#)

**2083.**

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[Sonechko's solution](#)

**2084.**

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Sonechko's solution](#)

**2085.**

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[Sonechko's solution](#)

**2086.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Sonechko's solution](#)

**2087.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[Sonechko's solution](#)

**2088.**

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Sonechko's solution](#)

**2089.**

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[Sonechko's solution](#)

**2090.**

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sonechko's solution](#)

**2091.**

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Sonechko's solution](#)

**2092.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,281 global accepts · Rating: 2200 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Sonechko's solution](#)

**2093.**

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[Sonechko's solution](#)

**2094.**

1227E

[Arson In Berland Forest](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[Sonechko's solution](#)

**2095.**

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[Sonechko's solution](#)

**2096.**

1262E

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[Sonechko's solution](#)

**2097.**

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Sonechko's solution](#)

**2098.**

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Sonechko's solution](#)

**2099.**

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**2100.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2019-10-26 · FPC (first AC) · Tags: data structures

[Sonechko's solution](#)

**2101.**

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Sonechko's solution](#)

**2102.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Sonechko's solution](#)

**2103.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Sonechko's solution](#)

**2104.**

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Sonechko's solution](#)

**2105.**

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[Sonechko's solution](#)

**2106.**

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[Sonechko's solution](#)

**2107.**

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Sonechko's solution](#)

**2108.**

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[Sonechko's solution](#)

**2109.**

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Sonechko's solution](#)

**2110.**

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Sonechko's solution](#)

**2111.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sonechko's solution](#)

**2112.**

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Sonechko's solution](#)

**2113.**

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[Sonechko's solution](#)

**2114.**

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sonechko's solution](#)

**2115.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Sonechko's solution](#)

**2116.**

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[Sonechko's solution](#)

**2117.**

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, shortest paths

[Sonechko's solution](#)

**2118.**

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sonechko's solution](#)

**2119.**

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[Sonechko's solution](#)

**2120.**

981E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[Sonechko's solution](#)

**2121.**

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-09 · last AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[Sonechko's solution](#)

**2122.**

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sonechko's solution](#)

**2123.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Sonechko's solution](#)

**2124.**

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees

[Sonechko's solution](#)

**2125.**

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sonechko's solution](#)

**2126.**

916D

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

Quality: 564 global accepts · Rating: 2200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees

[Sonechko's solution](#)

**2127.**

907D

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

Rating: 2200 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Sonechko's solution](#)

**2128.**

903E

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

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, strings

[Sonechko's solution](#)

**2129.**

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Sonechko's solution](#)

**2130.**

894D

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

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, trees

[Sonechko's solution](#)

**2131.**

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[Sonechko's solution](#)

**2132.**

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,115 global accepts · Rating: 2200 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Sonechko's solution](#)

**2133.**

773C

[Prairie Partition](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2200 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Sonechko's solution](#)

**2134.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2135.**

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Sonechko's solution](#)

### 2136.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, dfs and similar, graphs, trees

[Sonechko's solution](#)

### 2137.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Sonechko's solution](#)

### 2138.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Sonechko's solution](#)

### 2139.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[Sonechko's solution](#)

### 2140.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[Sonechko's solution](#)

### 2141.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Sonechko's solution](#)

### 2142.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Sonechko's solution](#)

### 2143.

1236D

[Alice and the Doll](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Sonechko's solution](#)

### 2144.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sonechko's solution](#)

### 2145.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy

[Sonechko's solution](#)

**2146.**

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2019-07-06 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[Sonechko's solution](#)

**2147.**

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2019-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Sonechko's solution](#)

**2148.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Sonechko's solution](#)

**2149.**

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[Sonechko's solution](#)

**2150.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Sonechko's solution](#)

**2151.**

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees

[Sonechko's solution](#)

**2152.**

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Sonechko's solution](#)

**2153.**

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Sonechko's solution](#)

**2154.**

1086C

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

Rating: 2300 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Sonechko's solution](#)

**2155.**

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Sonechko's solution](#)

**2156.**

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Sonechko's solution](#)

**2157.**

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Sonechko's solution](#)

**2158.**

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[Sonechko's solution](#)

**2159.**

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[Sonechko's solution](#)

**2160.**

902E

[Bipartite Segments](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs

[Sonechko's solution](#)

**2161.**

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Sonechko's solution](#)

**2162.**

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2017-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Sonechko's solution](#)

**2163.**

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[Sonechko's solution](#)

**2164.**

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Sonechko's solution](#)

**2165.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2166.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2167.**

1542E1

[Abnormal Permutation Pairs \(easy version\) · Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Sonechko's solution](#)

**2168.**

1403A

[The Potion of Great Power · Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: \*special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[Sonechko's solution](#)

**2169.**

1333E

[Road to 1600 · Tutorial](#)

Quality: 1,811 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Sonechko's solution](#)

**2170.**

1282E

[The Cake Is a Lie · Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[Sonechko's solution](#)

**2171.**

1242C

[Sum Balance · Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Sonechko's solution](#)

**2172.**

342E

[Xenia and Tree · Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Sonechko's solution](#)

**2173.**

1237E

[Balanced Binary Search Trees · Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Sonechko's solution](#)

**2174.**

1221F

[Choose a Square · Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[Sonechko's solution](#)

**2175.**

1028E

[Restore Array · Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Sonechko's solution](#)

**2176.**

1101F

[Trucks and Cities · Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Sonechko's solution](#)

**2177.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 2400 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sonechko's solution](#)

**2178.**

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Sonechko's solution](#)

**2179.**

529C

[Rooks and Rectangles](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Sonechko's solution](#)

**2180.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[Sonechko's solution](#)

**2181.**

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Sonechko's solution](#)

**2182.**

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2400 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Sonechko's solution](#)

**2183.**

1186F

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

Quality: 998 global accepts · Rating: 2400 · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[Sonechko's solution](#)

**2184.**

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[Sonechko's solution](#)

**2185.**

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-03-18 · last AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Sonechko's solution](#)

**2186.**

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Sonechko's solution](#)

**2187.**

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[Sonechko's solution](#)

### 2188.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Sonechko's solution](#)

### 2189.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,704 global accepts · Rating: 2400 · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Sonechko's solution](#)

### 2190.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, sortings

[Sonechko's solution](#)

### 2191.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[Sonechko's solution](#)

### 2192.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: hashing, number theory

[Sonechko's solution](#)

### 2193.

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

[Sonechko's solution](#)

### 2194.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[Sonechko's solution](#)

### 2195.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Sonechko's solution](#)

### 2196.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Sonechko's solution](#)

### 2197.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Sonechko's solution](#)

**2198.**

907E

[Party](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[Sonechko's solution](#)

**2199.**

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees

[Sonechko's solution](#)

**2200.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, interactive, sortings

[Sonechko's solution](#)

**2201.**

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Sonechko's solution](#)

**2202.**

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Sonechko's solution](#)

**2203.**

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Sonechko's solution](#)

**2204.**

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[Sonechko's solution](#)

**2205.**

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[Sonechko's solution](#)

**2206.**

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Sonechko's solution](#)

**2207.**

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[Sonechko's solution](#)

**2208.**

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Sonechko's solution](#)

**2209.**

1112F

[Power Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Sonechko's solution](#)

**2210.**

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[Sonechko's solution](#)

**2211.**

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sonechko's solution](#)

**2212.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sonechko's solution](#)

**2213.**

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Sonechko's solution](#)

**2214.**

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Sonechko's solution](#)

**2215.**

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[Sonechko's solution](#)

**2216.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Sonechko's solution](#)

**2217.**

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Sonechko's solution](#)

**2218.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp  
[Sonechko's solution](#)

**2219.**

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-08-29 · last AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Sonechko's solution](#)

**2220.**

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, two pointers

[Sonechko's solution](#)

**2221.**

1194G

[Another Meme Problem](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2700 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Sonechko's solution](#)

**2222.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Sonechko's solution](#)

**2223.**

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2019-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Sonechko's solution](#)

**2224.**

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[Sonechko's solution](#)

**2225.**

97D

[Robot in Basement](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 2700 · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[Sonechko's solution](#)

**2226.**

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs

[Sonechko's solution](#)

**2227.**

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing

[Sonechko's solution](#)

**2228.**

74E

[Shift It!](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2800 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Sonechko's solution](#)

**2229.**

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Sonechko's solution](#)

### 2230.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, math

[Sonechko's solution](#)

### 2231.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[Sonechko's solution](#)

### 2232.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[Sonechko's solution](#)

### 2233.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Sonechko's solution](#)

### 2234.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Sonechko's solution](#)

### 2235.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 3000 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Sonechko's solution](#)

### 2236.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[Sonechko's solution](#)

### 2237.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sonechko's solution](#)

### 2238.

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Sonechko's solution](#)

### 2239.

1007E

[Mini Metro](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3400 · first AC: 2019-06-23 · last AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Sonechko's solution](#)

**2240.**

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2241.**

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2242.**

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2243.**

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2244.**

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2245.**

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2246.**

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2247.**

104767G

[Hamster](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2248.**

104767K

[Screamers in the Storm](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2249.**

104767H

[Movers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2250.**

104767F

[Golem Coordinated Derby](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2251.**

104767D

[Expressions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2252.**

104767C

[Digitalisation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2253.**

104767B

[Clubbing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2254.**

104767J

[Proglute](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2255.**

104767E

[Fragmentation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2256.**

104767I

[Natatorium](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2257.**

104767A

[Beth's Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2258.**

104767L

[Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2259.**

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2260.**

104757L

[A \(Fast\) Walk in the Woods](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2261.**

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2262.**

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2263.**

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2264.**

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2265.**

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2266.**

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2267.**

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2268.**

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2269.**

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2270.**

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2271.**

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2272.**

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2273.**

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2274.**

104633E

[Landscape Generator](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2275.**

104686K

[Skills in Pills](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2276.**

104686F

[Differences](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2277.**

104686G

[Greedy Drawers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2278.**

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2279.**

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2280.**

104686C

[Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2281.**

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2282.**

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Sonechko's solution](#)

**2283.**

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Sonechko's solution](#)

**2284.**

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[Sonechko's solution](#)

**2285.**

1662L

[Il Derby della Madonna](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Sonechko's solution](#)

**2286.**

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[Sonechko's solution](#)

**2287.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[Sonechko's solution](#)

**2288.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Sonechko's solution](#)

**2289.**

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Sonechko's solution](#)

**2290.**

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**2291.**

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2292.**

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sonechko's solution](#)

**2293.**

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sonechko's solution](#)

**2294.**

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sonechko's solution](#)

**2295.**

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Sonechko's solution](#)

**2296.**

102992J

[Just Another Game of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Sonechko's solution](#)

**2297.**

102992H

[Harmonious Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**2298.**

102992A

[Ah, It's Yesterday Once More](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Sonechko's solution](#)

**2299.**

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Sonechko's solution](#)

**2300.**

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Sonechko's solution](#)

**2301.**

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Sonechko's solution](#)

**2302.**

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Sonechko's solution](#)

**2303.**

104639J

[Minimum Manhattan Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**2304.**

104639I

[Pa?sWorD](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**2305.**

104639G

[Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**2306.**

104639D

[Transitivity](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2307.**

104639A

[Qualifiers Ranking Rules](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2308.**

104639L

[KaChang!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2309.**

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sonechko's solution](#)

**2310.**

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sonechko's solution](#)

**2311.**

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sonechko's solution](#)

**2312.**

104172L

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

Rating: — · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sonechko's solution](#)

**2313.**

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sonechko's solution](#)

**2314.**

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sonechko's solution](#)

**2315.**

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sonechko's solution](#)

**2316.**

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Sonechko's solution](#)

**2317.**

103585E

[Truffula Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**2318.**

103585F

[Giant Sequoia](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**2319.**

103585D

[Collecting Syrup](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**2320.**

103561E

[Changing Names](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**2321.**

103561C

[Cinder](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**2322.**

103476B

[Julia and Flower Beds](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**2323.**

103476A

[Missing Letters](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**2324.**

103379F

[Present Drops](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**2325.**

103379H

[Label Cropping](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**2326.**

103379G

[Santa's New Sled](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**2327.**

103379E

[Grandest Wreath](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**2328.**

103379D

[Lazy Santa](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2329.**

103379C

[Sled Tracks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2330.**

103348E

[Globe Line](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2331.**

103348D

[Witches Cauldron I](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2332.**

103348C

[Juliet's Garden](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2333.**

102687D

[Kapuluhan ng Kalayaan 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2334.**

102687A

[Hey Gamers](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2335.**

1319E

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Sonechko's solution](#)

**2336.**

1319D

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

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Sonechko's solution](#)

**2337.**

1319C

[Remove Adjacent](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Sonechko's solution](#)

**2338.**

1319B

[Journey Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[Sonechko's solution](#)

**2339.**

1319A

[Contest for Robots · Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sonechko's solution](#)

**2340.**

102498B

[A<D18CÔ:C <C AD 8C\\$0](#)

Rating: — · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2341.**

102498A

[A65D5D KC" =C >C 5C@](#)

Rating: — · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2342.**

1275D

[Storage2 · Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Sonechko's solution](#)

**2343.**

1275C

[#define At0CD0D0aB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Sonechko's solution](#)

**2344.**

1275B

[Code Review · Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Sonechko's solution](#)

**2345.**

1275A

[B 3DK\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Sonechko's solution](#)

**2346.**

102399F

[XOR D,8DD@ Cä2C =C,,5](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2347.**

102399B

[A:8D1=CäAD\\$L D,,8D >C#8DR 2Ct3C`OCD>C](#)

Rating: — · first AC: 2019-11-26 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

**2348.**

102399H

[BD>C#C#D A CD5C`5CÔ8CT< C, CCÄ=Cä6CT=C,,5CÀ](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2349.**

102399J

[A#CÖaD4@D :CäBC,,;Cä2](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2350.**

102399E

[write me!](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2351.**

102399L

[AD>Dri#C4>C' HC#0D@](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2352.**

102399C

[A.,2C#D4HC#0-CD CD 0Dt>Cç 8 D\\$5Cä@C,,O C\\$5D >DôBCÔ>D BCT9](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2353.**

102399D

[AD\\$D#çC48 C" AD\\$@C =CP](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2354.**

102399G

[Bd5C#kCR BCäGC#8](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2355.**

101136C

[AD@çT2CÔ5CR 7C :C'8CÔ0CÔ8CP](#)

Rating: — · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2356.**

101136F

[AôTD#çD>C#A D 4D >C OCÄ8](#)

Rating: — · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2357.**

101136B

[AççÄ5DT0 D ?D 0C\\$0](#)

Rating: — · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2358.**

101136A

[A->ççD, >C' :D CC4;D'9 D BCä;](#)

Rating: — · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2359.**

101136G

[A4ççCç>C'>CÄ:C](#)

Rating: — · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2360.**

101136E

[B5D8ç ;](#)

Rating: — · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

2361.

101136J

[B\\$@D4CÔ>D BC, ?CT@CT?C,,AC#8](#)

Rating: — · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

2362.

101136K

[B\\$OCÔ0;CÄODt8 C, '8D :C`NDt0DäICT5 C,,;C:°](#)

Rating: — · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

2363.

101136I

[Aä?CT@C FC,,O «Aô5D 5D BC =Cä2C#0»](#)

Rating: — · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

2364.

101136H

[«A#BCäEÇäGCTB D BC BDÂ <C,,;C`8Cä=CT@Cä<?»](#)

Rating: — · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

2365.

101136D

[BÔAÇ#OC`OD\\$>D](#)

Rating: — · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

2366.

101609B

[A,,E#D\\$5D 5D =C O DÔ:D :D4@D 8Dö](#)

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

2367.

101609F

[B8D#<C\\$0CÔ8CP](#)

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

2368.

101609C

[Aô@D#C#8 D ?Cä2Cä@CäBCä<](#)

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

2369.

101609J

[B 5D\\$2C,,E#D\\$8CÄ Gv-çFW](#)

Rating: — · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

2370.

101609H

[BTD?C,,AC =C,,5](#)

Rating: — · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

2371.

101609D

[Aô#CÖADt5D\\$K C" AD\\$@Cän](#)

Rating: — · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2372.**

101609E

[B 00t=D'5 Dd8DD@D°](#)

Rating: — · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2373.**

101609G

[A5D rj0T4CÔODò 1C,,BC\\$0](#)

Rating: — · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2374.**

101609A

[A00CraCÔ>CÄ5D =CäAD\\$8](#)

Rating: — · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2375.**

101609K

[AD@Cä1C'5CÔ8CP](#)

Rating: — · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2376.**

102128A

[Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2377.**

1145C

[Mystery Circuit](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[Sonechko's solution](#)

**2378.**

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[Sonechko's solution](#)

**2379.**

101225D

[AÔUAb=C JCT4C,,=Dô5D](#)

Rating: — · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2380.**

101225C

[AD5CÄ0C" CT@C'OCÔ4C,,8](#)

Rating: — · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2381.**

101225B

[AD5D5C\\$=C€](#)

Rating: — · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2382.**

101225A

[AäP00D\\$0 Cô0D :Cä2C#8](#)

Rating: — · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2383.**

102069J

[Aô>DQAc ?Cä4Cö>CDAD\\$@Cä:C, 2 Cö>CDAD\\$@Cä:CP](#)

Rating: — · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2384.**

102069H

[Aô>DQAc,,2Cä5 Dt8D ;Cä](#)

Rating: — · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2385.**

102069C

[AÄ5D\\$@Cä](#)

Rating: — · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2386.**

102069B

[AD5D\\$8C, 1D4:C\\$K](#)

Rating: — · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2387.**

102069A

[AÄyCjA Cö8C 4C](#)

Rating: — · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2388.**

1020907

[BÔDria CT4C,,FC,,O](#)

Rating: — · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2389.**

1020906

[A,,ED\\$5D 2C ;DÄ=D´5 D\\$@CT=C,, @Cä2C#8](#)

Rating: — · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2390.**

1020905

[AÔ5CjA Cö@C 2CÔKC' <C @D >DT>C@](#)

Rating: — · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2391.**

1020862

[Aô>DQAc D´5 C#2C 4D 0D\\$K](#)

Rating: — · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2392.**

1020861

[AD2C8Ct<CT@CT=C,,O](#)

Rating: — · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2393.**

396C

[On Changing Tree](#) · Tutorial

Quality: 1,806 global accepts · Rating: — · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees

[Sonechko's solution](#)

**2394.**

399B

[Red and Blue Balls](#) · [Tutorial](#)

Quality: 1,883 global accepts · Rating: — · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2395.**

397A

[On Segment's Own Points](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: — · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**2396.**

394A

[Counting Sticks](#) · [Tutorial](#)

Quality: 2,738 global accepts · Rating: — · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Sonechko's solution](#)

**2397.**

390A

[Inna and Alarm Clock](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: — · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**2398.**

399A

[Pages](#) · [Tutorial](#)

Quality: 4,232 global accepts · Rating: — · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Sonechko's solution](#)

**2399.**

393A

[Nineteen](#) · [Tutorial](#)

Quality: 6,992 global accepts · Rating: — · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2400.**

1020086

[A B D\\$>D\\$@Cä=](#)

Rating: — · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2401.**

1020087

[A B CÄÄD°](#)

Rating: — · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2402.**

1020084

[A4@04?Cö>C\\$>CR 2D'AD\\$CCô;CT=C,,5](#)

Rating: — · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2403.**

10200810

[B\\$CCD-D NCD0](#)

Rating: — · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2404.**

1020089

[AÄ>CD\\$D =C,,7C FC,,O Cö@Cä8Ct2Cä4D BC\\$0](#)

Rating: — · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2405.**

1020083

[A48DriD6=CD0](#)

Rating: — · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2406.**

1020082

[B·BCBÂ 2 D BD >C•](#)

Rating: — · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2407.**

1020088

[B >C&D\\$8Ct0Dd8Dò ?D >C,,7C\\$>CDAD\\$2C](#)

Rating: — · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2408.**

102032D

[Stones Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2409.**

101915E

[Minesweeper](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2410.**

101915L

[Eyb0ss](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2411.**

101915J

[The Volcano Eruption](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2412.**

101915I

[A Movie in Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2413.**

101915G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2414.**

101915K

[Poor Ramzi](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2415.**

101915H

[Buying Products](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2416.**

101915A

[Printing Books](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**2417.**

101915F

[A Missing Problem in TCPC2017](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**2418.**

101915C

[Shahhoud Training Hussain](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**2419.**

101915D

[Largest Group](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**2420.**

101446H

[Flooding](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**2421.**

101446F

[Tree and Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**2422.**

100905E

[Rock-Paper-Scissors --- 2](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**2423.**

100905D

[F.R.I.E.N.D.S](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**2424.**

100905B

[Amusing numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**2425.**

101199L

[ASK<D AD\\$>C'8DdK](#)

Rating: — · first AC: 2017-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sonechko's solution](#)

**2426.**

101199G

[A<D DQCD>C¢ 7C 4C G](#)

Rating: — · first AC: 2017-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Sonechko's solution](#)

2427.

101199F

[B =DöBd@ C`8 C >C40CÂ BCä@D\\$K?](#)

Rating: — · first AC: 2017-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

2428.

101199D

[B CD\\$8CÔ=C O Ct0CD0Dt0](#)

Rating: — · first AC: 2017-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

2429.

101199E

[B >Cd4CTAD\\$2CT=D :C,,9 Cö>CD0D >C](#)

Rating: — · first AC: 2017-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

2430.

101199B

[B B D>Cα>C\\$0Dò ;Cä2D4HCα0](#)

Rating: — · first AC: 2017-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

2431.

100044I

[A&CÄ0CÔ4CÔ0Dò >C`8CÄ?C,,0CD0](#)

Rating: — · first AC: 2016-12-10 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

2432.

100044J

[Aö>0E CD0](#)

Rating: — · first AC: 2016-12-10 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

2433.

100044G

[A10CÔ>D](#)

Rating: — · first AC: 2016-12-10 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

2434.

100044H

[B10Crial](#)

Rating: — · first AC: 2016-12-10 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

2435.

100044K

[A&D&C`5C\\$ACα0Dò 4C,,=C AD\\$8Dö](#)

Rating: — · first AC: 2016-12-10 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

2436.

100044F

[AÄ0040Ct8CĐ](#)

Rating: — · first AC: 2016-12-10 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

2437.

100044A

[AÖ00,Cä;DÄHC,,9 Cä1D`8C' 4CT;C,,BCT;DÄ](#)

Rating: — · first AC: 2016-12-10 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

**2438.**

100044D

[A4>D1B,C,,=C,,FC](#)

Rating: — · first AC: 2016-12-10 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

**2439.**

100319B

[B\\$>Df10ÀD\\$>Dt:C À Ct0C6OD\\$0Dòááá](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2440.**

100319D

[A00C0A?C,,ADÂ =C AD\\$5CÔ5](#)

Rating: — · first AC: 2016-12-04 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

**2441.**

100319E

[A\\$5D>CÄKCR 0D 3D4<CT=D\\$K](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Sonechko's solution](#)

**2442.**

100319G

[A1505GÖKC' 8 Dt5D =D'9](#)

Rating: — · first AC: 2016-12-04 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

**2443.**

100319A

[A AD>Dd8C BC,,2CÔ>CR <D'HC'5CÔ8CP](#)

Rating: — · first AC: 2016-12-04 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

**2444.**

101149K

[Revenge of the Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-29 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2445.**

101149M

[Ex Machina](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-29 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2446.**

101149G

[Of Zorcs and Axes](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-29 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2447.**

101149L

[Right Build](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-29 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2448.**

101149J

[Panoramic Photography](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

**2449.**

101149F

[The Weakest Sith](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: —  
[Sonechko's solution](#)

**2450.**

101149B

[No Time for Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: —  
[Sonechko's solution](#)

**2451.**

101149C

[Mathematical Field of Experiments](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: —  
[Sonechko's solution](#)

**2452.**

101149I

[It's the Police](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: —  
[Sonechko's solution](#)

**2453.**

101149H

[Streets of Working Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: —  
[Sonechko's solution](#)

**2454.**

101149E

[The Best among Equals](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: —  
[Sonechko's solution](#)

**2455.**

101149A

[Balls in Urn](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: —  
[Sonechko's solution](#)

**2456.**

101154J

[ADZOR@C @D\\$K](#)

Rating: — · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: —  
[Sonechko's solution](#)

**2457.**

101154D

[A@C@AC'5CD>C\\$0CÔ8CP](#)

Rating: — · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: —  
[Sonechko's solution](#)

**2458.**

101154I

[A@D@BC@GCÔKC' BD NC](#)

Rating: — · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: —  
[Sonechko's solution](#)

**2459.**

101154E

[A@C@D,,>D\\$5C#0](#)

Rating: — · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: —  
[Sonechko's solution](#)

**2460.**

101154B

[AD>0uBCä@ B BD MCÔ4Cb 8 C\\$KD BC 2C=0](#)

Rating: — · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

**2461.**

101154C

[A4@Cä=CT=D`5 D BC :C =D°](#)

Rating: — · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

**2462.**

101154G

[At=C=0;0 — D 8C`0](#)

Rating: — · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

**2463.**

101154H

[AöÜ\\$5D,,5D BC\\$8CR AC=2Cä7DÂ <C,,@D°](#)

Rating: — · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

**2464.**

100812G

[Short Path](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

**2465.**

100812L

[Knights without Fear and Reproach](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

**2466.**

100812E

[World of Knights](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

**2467.**

100812F

[Graveyard of Bandits](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

**2468.**

100812B

[Set of Tasks](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

**2469.**

100812I

[Dragon Delivers](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

**2470.**

100812J

[Feeling of Comradeship](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

2471.

100812D

[Dream of Sum](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

2472.

100778D

[Aô@CâD4;C#0 Cô> CD5D 5C\\$C](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

2473.

100778E

[AÄDrACä2D`5 Ct0CÄ5CÔK](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

2474.

100778A

[B\\$@DÄCÔKC' ?D4BDÀ](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

2475.

100778F

[A.,Ld\\$5D 5D =D`5 Dt8D ;C](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

2476.

100778C

[Aô>Tô@C#0D ? C, 8D BCäGCÔ8C# AC\\$5D\\$0](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

2477.

100778J

[A\\$5D 5C\\$>D 0Dt8C\\$0CÔ8CR :C @D\\$>Dt5C](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

2478.

100778I

[B T@C@CT7 D\\$>D BC](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

2479.

100778B

[Aô>CDA Dt5D" @C 7CÄ5D`5CÔ8C•](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

2480.

100488E

[Just Change a Word](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-12 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

2481.

100488M

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

Rating: — · first AC: 2016-09-10 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2482.**

100488D

[Toy Soldiers](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-10 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2483.**

100488F

[Two Envelopes](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-10 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2484.**

100488G

[Change-making Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-10 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2485.**

100600C

[B > D > C @ C ä A](#)

Rating: — · first AC: 2016-09-09 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2486.**

100600G

[B \\$ C D I D 4 ; C T = D \\$ = C ä A D \\$ L](#)

Rating: — · first AC: 2016-09-09 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2487.**

100600F

[B · @ C T 4 C , , 7 C T < D Ä 5 C " > C ö 0 D = C ä A D \\$ 8](#)

Rating: — · first AC: 2016-09-09 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2488.**

100600E

[A 4 C ä @ C ä 2 D ´ 9 D > C ð](#)

Rating: — · first AC: 2016-09-09 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2489.**

100600A

[A Ö > C \\$ 0 D ò = C 4 C T 6 C D 0](#)

Rating: — · first AC: 2016-09-09 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2490.**

100805D

[Re-branding](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-18 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2491.**

100805E

[B U C 2 C T 4 C T = C , , 5 C D @ C : C ä = C ä 2](#)

Rating: — · first AC: 2016-08-18 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2492.**

100805C

[A = B C ä = C 7 C 2 C ä 4 C R E C ä 7 D ö 8 C ð](#)

Rating: — · first AC: 2016-08-18 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2493.**

100805G

[Wizard Fight](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-18 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2494.**

100091B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-09 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2495.**

100091A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-09 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2496.**

100246B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-01 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2497.**

100246D

[A](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-01 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2498.**

100246C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-01 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2499.**

100246A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-01 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2500.**

100124B

[A](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-29 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2501.**

100135K

[K](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-26 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2502.**

100135F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-26 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2503.**

100135J

[J](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-26 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2504.**

100135I

[I · Tutorial](#)

Rating: — · first AC: 2016-05-26 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)**2505.**

100135E

[E · Tutorial](#)

Rating: — · first AC: 2016-05-26 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)**2506.**

100135D

[D · Tutorial](#)

Rating: — · first AC: 2016-05-26 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)**2507.**

100135C

[C · Tutorial](#)

Rating: — · first AC: 2016-05-26 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)**2508.**

100135B

[B · Tutorial](#)

Rating: — · first AC: 2016-05-26 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)**2509.**

100135A

[A · Tutorial](#)

Rating: — · first AC: 2016-05-26 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)**2510.**

100005G

[G · Tutorial](#)

Rating: — · first AC: 2016-05-20 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)**2511.**

100005D

[D · Tutorial](#)

Rating: — · first AC: 2016-05-20 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)**2512.**

100172G1

[B 5D780rja 1](#)

Rating: — · first AC: 2016-05-16 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)**2513.**

100172B1

[A@CIDD\\$8C03 - 1](#)

Rating: — · first AC: 2016-05-16 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)**2514.**

100172C2

[Ad8CfE-DÄ=C ?D OCA>C' Ò](#)

Rating: — · first AC: 2016-05-16 · last AC: 2016-05-16 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2515.**

100172C1

[Additive C ?D OCÄ>C' Ò](#)

Rating: — · first AC: 2016-05-16 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2516.**

100971K

[Palindromization](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-13 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2517.**

100971L

[Chess Match](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-13 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2518.**

100971G

[Repair](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-13 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2519.**

100971C

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-13 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2520.**

100971B

[Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-13 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2521.**

100010B

[Trap](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-13 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2522.**

100010A

[Conduit](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-13 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2523.**

100010D

[Reconnaissance](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-13 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2524.**

100010E

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-13 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2525.**

100010C

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-13 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2526.**

100017D

[D · Tutorial](#)

Rating: — · first AC: 2016-05-11 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2527.**

100017B

[B · Tutorial](#)

Rating: — · first AC: 2016-05-11 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2528.**

100017E

[E · Tutorial](#)

Rating: — · first AC: 2016-05-11 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2529.**

100017C

[C · Tutorial](#)

Rating: — · first AC: 2016-05-11 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2530.**

100017A

[A · Tutorial](#)

Rating: — · first AC: 2016-05-11 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2531.**

100961I

[B 80ÄieCTBD 8Dt=D'5 C 8D\\$K](#)

Rating: — · first AC: 2016-04-15 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2532.**

100961H

[AöxOD7CT<CT;DÄ5](#)

Rating: — · first AC: 2016-04-15 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2533.**

100961E

[A\\$8OD5Cä:C'8Cö](#)

Rating: — · first AC: 2016-04-15 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2534.**

100961J

[B\\$50ä@C,,O C >C`LD,,8DR HC ECÄ0D](#)

Rating: — · first AC: 2016-04-15 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2535.**

100961F

[A#8CÖiD\\$5C BD 4C`O CÄ8Ct0CÔBD >Cö>C](#)

Rating: — · first AC: 2016-04-15 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2536.**

100961G

[B.,0D80# C, ECä<Dô:C€](#)

Rating: — · first AC: 2016-04-15 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2537.**

100942K

[Synonymous Words Number System](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-13 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2538.**

100942M

[The smallest fraction](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-13 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2539.**

100942G

[Pots](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-13 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2540.**

100247K

[Three Contests](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**2541.**

100247L

[For the Honest Election](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**2542.**

100247F

[Battle Fury](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**2543.**

100247J

[The Best Statement](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**2544.**

100247A

[The Power of the Dark Side](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**2545.**

100247B

[Similar Strings](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**2546.**

100247H

[Secret Information](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**2547.**

100247D

[Hamming Distance](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**2548.**

100247C

[Victor's Research](#) · [Tutorial](#)

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

[Sonechko's solution](#)

**2549.**

100094B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-10 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2550.**

100094A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-10 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2551.**

100168S

[A](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-23 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2552.**

100168P

[A](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-23 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2553.**

100168E

[A](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-23 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2554.**

100168R

[A](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-23 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2555.**

100168F

[B](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-23 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2556.**

100168G

[B](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-23 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2557.**

100168M

[B](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-23 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2558.**

100168L

[A](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-23 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2559.**

100168B

[B43Cä;CÄ5Cd4D2 2CT:D\\$>D 0CÄ8](#)

Rating: — · first AC: 2016-03-23 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2560.**

100168D

[Aö;Cä10 4DÄ BD 5D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2016-03-23 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2561.**

100168C

[Aö;Cä10 4DÄ <CÖ>C4>D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2016-03-23 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2562.**

100168A

[Aö5CÖD =D'9 D43Cä; D\\$>Dt:C€](#)

Rating: — · first AC: 2016-03-23 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2563.**

100924G

[A=0D\\$0C, :D 0D 8C\\$>CR GC,,AC´>](#)

Rating: — · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

**2564.**

100924D

[AÖÖf8D18CR >D\\$AD4BD BC\\$8Dö](#)

Rating: — · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

**2565.**

100924A

[A@CäAD\\$0Dò 7C 4C GC](#)

Rating: — · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

**2566.**

100771I

[AD@012Cä ?C,,FD`](#)

Rating: — · first AC: 2016-02-10 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2567.**

100771C

[BT8D\\$@ D'9 Cö@Cä4C 2CTF](#)

Rating: — · first AC: 2016-02-10 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2568.**

100771A

[ASÜCÖ4C ; C" AD\\$>C´>C\\$>C•](#)

Rating: — · first AC: 2016-02-10 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2569.**

100771E

[Ad5D0Aä1Cd>D 0](#)

Rating: — · first AC: 2016-02-10 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2570.**

100771B

[B 50'Q&D>Dt=D´9 C&gt;Cd8D 0D\\$5C´L](#)

Rating: — · first AC: 2016-02-10 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2571.**

100771L

[B\\$@C30TAC,,O C" ´ Dò BCä@D\\$8C«°](#)

Rating: — · first AC: 2016-02-10 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2572.**

100771G

[AD>D1504> CD>C\\$>CD8D" =CT>C @C 7Cä2C =CÔ>D BDÀ](#)

Rating: — · first AC: 2016-02-10 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2573.**

100086D

[D · Tutorial](#)

Rating: — · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2574.**

100086C

[C · Tutorial](#)

Rating: — · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2575.**

100086B

[B · Tutorial](#)

Rating: — · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2576.**

100086A

[Permutations · Tutorial](#)

Rating: — · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2577.**

100140C

[k-D 2Dò7CÔ>D BDÀ](#)

Rating: — · first AC: 2016-01-28 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2578.**

100140A

[AÄ00#AC,,<C ;DÄ=D´9 C&gt;D\\$>C](#)

Rating: — · first AC: 2016-01-28 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2579.**

100853D

[Ac;Cä10 4DÄ BD 5D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2016-01-23 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2580.**

100853E

[B\\$D\\$@C,,A](#)

Rating: — · first AC: 2016-01-23 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2581.**

100853H

[Bt5D2G 8 CäAC`K](#)

Rating: — · first AC: 2016-01-23 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2582.**

100853F

[B,T>Oa C`OCD:C](#)

Rating: — · first AC: 2016-01-23 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2583.**

100853C

[A@Cä1 C`5CÄK B BC @CäAD\\$K](#)

Rating: — · first AC: 2016-01-23 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2584.**

100853G

[AD2Oä@Cä2D`9 DDCD\\$1Cä; C" !C <C @CP](#)

Rating: — · first AC: 2016-01-23 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2585.**

100853B

[B 70d Cä5 Ct2CT=Cà](#)

Rating: — · first AC: 2016-01-23 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2586.**

100853A

[A;D4D D16CR =CR 0CÔ>CÔ8CÄ=D`E Cö@Cä3D 0CÄ<C,,AD\\$>C](#)

Rating: — · first AC: 2016-01-23 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2587.**

100817B

[Bomb Has Been Planted](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-12 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2588.**

100817I

[Is It Tetris?](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-12 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2589.**

100817C

[CSS Is Awesome](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-12 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2590.**

100817E

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-12 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2591.**

100817K

[Key Number](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-12 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2592.**

100817L

[Looking for Next String · Tutorial](#)

Rating: — · first AC: 2015-12-12 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2593.**

100834G

[Polycarp and Palindromes · Tutorial](#)

Rating: — · first AC: 2015-12-11 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2594.**

100834D

[Polycarp and the Table · Tutorial](#)

Rating: — · first AC: 2015-12-11 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2595.**

100834F

[Polycarp and Satellites · Tutorial](#)

Rating: — · first AC: 2015-12-11 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2596.**

100834C

[Polycarp and Polygon · Tutorial](#)

Rating: — · first AC: 2015-12-11 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2597.**

100549E

[A48C0>D\\$5Ct0 Cä1 Cä1Cä1D”5CÔ=Cä< Cα>CÔ5](#)

Rating: — · first AC: 2015-12-10 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2598.**

100549F

[ATUBD](#)

Rating: — · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: —

[Sonechko's solution](#)

**2599.**

100549I

[B5D5G60DT8 C" ?D CCDC](#)

Rating: — · first AC: 2015-12-10 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2600.**

100549J

[A0>Dt8CÔ:C 7C 1Cä@C](#)

Rating: — · first AC: 2015-12-10 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2601.**

100549A

[A@CäDCTAD >D %C >D](#)

Rating: — · first AC: 2015-12-10 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2602.**

100549G

[A45CÔ5D 0D\\$>D ?C @Cä;CT9](#)

Rating: — · first AC: 2015-12-10 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2603.**

100187A

[Potion of Immortality](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · last AC: 2015-12-10 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2604.**

100187G

[Image Processing](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2605.**

100187F

[Doomsday](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2606.**

100187M

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

Rating: — · first AC: 2015-12-03 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2607.**

100187K

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2608.**

100187J

[Deck Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2609.**

100187E

[Two Labyrinths](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2610.**

100187D

[Holidays](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2611.**

100187H

[Mysterious Photos](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2612.**

100187B

[A Lot of Joy](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2613.**

100187L

[Ministry of Truth](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2614.**

100296C

[A4=0&#x2D;D 8 Aä4C,,=Cä:C O C4>D 0](#)

Rating: — · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2615.**

100296E

[B\\$505D>CÔ=D 5 CÔ>CÄ5D 0](#)

Rating: — · first AC: 2015-11-26 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2616.**

100296H

[AtUD%8D"5CÔ=Cä5 D >CT4C,,=CT=C,,5](#)

Rating: — · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2617.**

100296D

[A5>C@ C AC=0 Ct0C >D 0](#)

Rating: — · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2618.**

100296I

[A5D5D\\$OC48C\\$0CÔ8CR :C =C BC](#)

Rating: — · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2619.**

100296G

[A@C7D°](#)

Rating: — · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2620.**

100296B

[A4D&#x2D;CB 'CP](#)

Rating: — · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2621.**

100090I

[Retakes](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2622.**

100090A

[After Two Hares](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2623.**

100090E

[Counterfeiters](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2624.**

100090J

[Product Innovation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-23 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2625.**

100090C

[Graph Restoration](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2626.**

100090D

[Insomnia](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2627.**

100090G

[The Last Wish](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2628.**

100090L

[Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2629.**

100090M

[Jumping along the Hummocks](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2630.**

100090K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-23 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2631.**

100132D

[A 5D <C>D 0CD:C€](#)

Rating: — · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2632.**

100132E

[A 70dG <C,,O AD6CT4C 5C](#)

Rating: — · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2633.**

100132B

[BT0CäB,,GCTAC=0Dò ?CT@CTAD\\$0CÔ>C\\$:C](#)

Rating: — · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2634.**

100132I

[AD;Q,äCÔKC' ?C,,BCä=](#)

Rating: — · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2635.**

100132G

[B\\$CöD" :CäBCä2](#)

Rating: — · first AC: 2015-11-21 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2636.**

100132A

[B 5000 <CÔKC' IC,,B](#)

Rating: — · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: —

[Sonechko's solution](#)

**2637.**

100414A

[A · Tutorial](#)

Rating: — · first AC: 2015-03-26 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2638.**

100093D

[D · Tutorial](#)

Rating: — · first AC: 2014-07-30 · last AC: 2015-01-27 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2639.**

100093A

[A · Tutorial](#)

Rating: — · first AC: 2014-07-30 · last AC: 2015-01-27 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2640.**

100118D

[A 0040D,,>CÔ>Cç C,,;C`8](#)

Rating: — · first AC: 2014-11-13 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2641.**

100118B

[B 5000 <C =C 7C 1Cä@CP](#)

Rating: — · first AC: 2014-11-13 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2642.**

100118H

[B 5000](#)

Rating: — · first AC: 2014-11-13 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2643.**

100266F

[A 0040C>Dt=Cä5 D4@C 2CÔ5CÔ8CP](#)

Rating: — · first AC: 2014-11-06 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2644.**

100266B

[B BC2C=0](#)

Rating: — · first AC: 2014-11-06 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2645.**

100397A

[A ;CT0Dä8 D BCT9C](#)

Rating: — · first AC: 2014-10-16 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2646.**

100249A

[B -CQÄäC =C >D\\$@CT7C=5](#)

Rating: — · first AC: 2014-10-09 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2647.**

100093C

[C · Tutorial](#)

Rating: — · first AC: 2014-07-31 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2648.**

100093E

[E · Tutorial](#)

Rating: — · first AC: 2014-07-31 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2649.**

100093B

[B · Tutorial](#)

Rating: — · first AC: 2014-07-30 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2650.**

100181B

[AD0000 D BD >C#0](#)

Rating: — · first AC: 2014-07-29 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2651.**

100181A

[A0500#C#D2 „?D >D BC O\)](#)

Rating: — · first AC: 2014-07-29 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2652.**

100092F

[F · Tutorial](#)

Rating: — · first AC: 2014-07-28 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2653.**

100092E

[E · Tutorial](#)

Rating: — · first AC: 2014-07-28 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2654.**

100092D

[D · Tutorial](#)

Rating: — · first AC: 2014-07-28 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2655.**

100092C

[C · Tutorial](#)

Rating: — · first AC: 2014-07-28 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2656.**

100092B

[B · Tutorial](#)

Rating: — · first AC: 2014-07-28 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2657.**

100092A

[A · Tutorial](#)

Rating: — · first AC: 2014-07-28 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2658.**

100160G

[\(p,q\)-C>D,äCDL](#)

Rating: — · first AC: 2014-07-28 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2659.**

100160F

[Aö>C,Äc ?D4BC, =C 3D 8CD5](#)

Rating: — · first AC: 2014-07-28 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2660.**

100160D

[A\\$Tö=Cä2Cä9 Cä1DT>CB 3D ODD0](#)

Rating: — · first AC: 2014-07-28 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2661.**

100160C

[B-0D A D\\$>Dô=C,,5 CäB C#>D =Dö](#)

Rating: — · first AC: 2014-07-28 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2662.**

100160E

[A#>CÄ?Cä=CT=D\\$K D 2Dô7CÔ>D BC€](#)

Rating: — · first AC: 2014-07-28 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2663.**

100160B

[AD5D i5C\\$>](#)

Rating: — · first AC: 2014-07-28 · FPC (first AC) · Tags: —

[Sonechko's solution](#)

**2664.**

100160A

[B 2Dô7CÔ>D BDÀ](#)

Rating: — · first AC: 2014-07-28 · FPC (first AC) · Tags: —

[Sonechko's solution](#)