

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

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Unique solved — SteamTurbine

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

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

Filters: none

Count: 1,114

- 1.**
908A
[New Year and Counting Cards](#) · [Tutorial](#)
Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation
[SteamTurbine's solution](#)
- 2.**
750A
[New Year and Hurry](#) · [Tutorial](#)
Quality: 92,557 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math
[SteamTurbine's solution](#)
- 3.**
513A
[Game](#) · [Tutorial](#)
Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, math
[SteamTurbine's solution](#)
- 4.**
440A
[Forgotten Episode](#) · [Tutorial](#)
Quality: 8,919 global accepts · Rating: 800 · first AC: 2014-06-03 · GNU C++ (first AC) · Tags: implementation
[SteamTurbine's solution](#)
- 5.**
306A
[Candies](#) · [Tutorial](#)
Quality: 8,175 global accepts · Rating: 800 · first AC: 2013-05-11 · GNU C++ (first AC) · Tags: implementation
[SteamTurbine's solution](#)
- 6.**
291A
[Spyke Talks](#) · [Tutorial](#)
Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: *special, implementation, sortings
[SteamTurbine's solution](#)
- 7.**
294A
[Shaass and Oskols](#) · [Tutorial](#)
Quality: 28,390 global accepts · Rating: 800 · first AC: 2013-04-07 · GNU C++ (first AC) · Tags: implementation, math
[SteamTurbine's solution](#)
- 8.**
271A
[Beautiful Year](#) · [Tutorial](#)
Quality: 177,731 global accepts · Rating: 800 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: brute force
[SteamTurbine's solution](#)
- 9.**
268A
[Games](#) · [Tutorial](#)
Quality: 104,204 global accepts · Rating: 800 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: brute force
[SteamTurbine's solution](#)

10.

266B

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

Quality: 166,078 global accepts · Rating: 800 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[SteamTurbine's solution](#)

11.

266A

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

Quality: 244,553 global accepts · Rating: 800 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: implementation

[SteamTurbine's solution](#)

12.

245A

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

Quality: 9,133 global accepts · Rating: 800 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: implementation

[SteamTurbine's solution](#)

13.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,020 global accepts · Rating: 800 · first AC: 2012-10-29 · Python 2 (first AC) · Tags: brute force, implementation, strings

[SteamTurbine's solution](#)

14.

231A

[Team](#) · [Tutorial](#)

Quality: 430,248 global accepts · Rating: 800 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: brute force, greedy

[SteamTurbine's solution](#)

15.

228A

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

Quality: 139,809 global accepts · Rating: 800 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: implementation

[SteamTurbine's solution](#)

16.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,417 global accepts · Rating: 800 · first AC: 2012-06-24 · GNU C++ (first AC) · Tags: implementation, math

[SteamTurbine's solution](#)

17.

177A2

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

Quality: 8,564 global accepts · Rating: 800 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: implementation

[SteamTurbine's solution](#)

18.

177A1

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

Quality: 11,501 global accepts · Rating: 800 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: implementation

[SteamTurbine's solution](#)

19.

172A

[Phone Code](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

20.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,465 global accepts · Rating: 800 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, implementation

[SteamTurbine's solution](#)

21.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,392 global accepts · Rating: 800 · first AC: 2012-02-02 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math
[SteamTurbine's solution](#)

22.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2011-10-14 · GNU C++ (first AC) · Tags: implementation
[SteamTurbine's solution](#)

23.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,435 global accepts · Rating: 800 · first AC: 2011-04-27 · GNU C++ (first AC) · Tags: implementation, strings
[SteamTurbine's solution](#)

24.

71A

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

Quality: 503,243 global accepts · Rating: 800 · first AC: 2011-03-29 · GNU C++ (first AC) · Tags: strings
[SteamTurbine's solution](#)

25.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,703 global accepts · Rating: 800 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: greedy, math
[SteamTurbine's solution](#)

26.

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
[SteamTurbine's solution](#)

27.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation
[SteamTurbine's solution](#)

28.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: implementation, strings
[SteamTurbine's solution](#)

29.

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: greedy, implementation
[SteamTurbine's solution](#)

30.

412B

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

Quality: 6,357 global accepts · Rating: 900 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: greedy, sortings
[SteamTurbine's solution](#)

31.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2012-08-06 · GNU C++ (first AC) · Tags: brute force, implementation
[SteamTurbine's solution](#)

32.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,060 global accepts · Rating: 900 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: strings

[SteamTurbine's solution](#)

33.

160A

[Twins](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

34.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,618 global accepts · Rating: 900 · first AC: 2012-02-20 · GNU C++ (first AC) · Tags: implementation

[SteamTurbine's solution](#)

35.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,988 global accepts · Rating: 900 · first AC: 2012-02-10 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[SteamTurbine's solution](#)

36.

115A

[Party](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

37.

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2011-01-04 · GNU C++ (first AC) · Tags: implementation

[SteamTurbine's solution](#)

38.

48A

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

Quality: 7,292 global accepts · Rating: 900 · first AC: 2010-12-12 · GNU C++ (first AC) · Tags: implementation, schedules

[SteamTurbine's solution](#)

39.

11A

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

Quality: 15,495 global accepts · Rating: 900 · first AC: 2010-04-26 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[SteamTurbine's solution](#)

40.

10A

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

Quality: 8,346 global accepts · Rating: 900 · first AC: 2010-04-15 · GNU C++ (first AC) · Tags: implementation

[SteamTurbine's solution](#)

41.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 900 · first AC: 2010-03-31 · GNU C++ (first AC) · Tags: brute force, geometry

[SteamTurbine's solution](#)

42.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,918 global accepts · Rating: 1000 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[SteamTurbine's solution](#)

43.

1785A

[Monsters \(easy version\) · Tutorial](#)

Rating: 1000 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[SteamTurbine's solution](#)

44.

1761B

[Elimination of a Ring · Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

[SteamTurbine's solution](#)

45.

1257B

[Magic Stick · Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-30 · PyPy 3 (first AC) · Tags: math

[SteamTurbine's solution](#)

46.

441A

[Valera and Antique Items · Tutorial](#)

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

[SteamTurbine's solution](#)

47.

435A

[Queue on Bus Stop · Tutorial](#)

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2014-05-30 · GNU C++ (first AC) · Tags: implementation

[SteamTurbine's solution](#)

48.

420A

[Start Up · Tutorial](#)

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

[SteamTurbine's solution](#)

49.

379A

[New Year Candles · Tutorial](#)

Quality: 53,266 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation

[SteamTurbine's solution](#)

50.

359A

[Table · Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2013-11-02 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[SteamTurbine's solution](#)

51.

268B

[Buttons · Tutorial](#)

Quality: 35,784 global accepts · Rating: 1000 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: implementation, math

[SteamTurbine's solution](#)

52.

250A

[Paper Work · Tutorial](#)

Quality: 4,805 global accepts · Rating: 1000 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: greedy

[SteamTurbine's solution](#)

53.

237A

[Free Cash · Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: implementation

[SteamTurbine's solution](#)

54.

195A

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

Quality: 10,130 global accepts · Rating: 1000 · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: binary search, brute force, math
[SteamTurbine's solution](#)

55.

178A2

[Educational Game](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 1000 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: greedy
[SteamTurbine's solution](#)

56.

178A1

[Educational Game](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 1000 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —
[SteamTurbine's solution](#)

57.

182B

[Vasya's Calendar](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1000 · first AC: 2012-04-24 · GNU C++ (first AC) · Tags: implementation
[SteamTurbine's solution](#)

58.

177B1

[Rectangular Game](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1000 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: number theory
[SteamTurbine's solution](#)

59.

165A

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

Quality: 26,274 global accepts · Rating: 1000 · first AC: 2012-03-16 · GNU C++ (first AC) · Tags: implementation
[SteamTurbine's solution](#)

60.

125B

[Simple XML](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 1000 · first AC: 2011-10-29 · GNU C++ (first AC) · Tags: implementation
[SteamTurbine's solution](#)

61.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1000 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: brute force, implementation, math
[SteamTurbine's solution](#)

62.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: brute force, implementation
[SteamTurbine's solution](#)

63.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,871 global accepts · Rating: 1000 · first AC: 2011-04-15 · GNU C++ (first AC) · Tags: implementation
[SteamTurbine's solution](#)

64.

75A

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

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2011-04-13 · GNU C++ (first AC) · Tags: implementation
[SteamTurbine's solution](#)

65.

72G

[Fibonacci army](#) · [Tutorial](#)

Quality: 2,835 global accepts · Rating: 1000 · first AC: 2011-03-20 · Io (first AC) · Tags: *special, dp

[SteamTurbine's solution](#)

66.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[SteamTurbine's solution](#)

67.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, sortings

[SteamTurbine's solution](#)

68.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,844 global accepts · Rating: 1100 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[SteamTurbine's solution](#)

69.

1791G1

[Teleporters \(Easy Version\)](#) · [Tutorial](#)

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[SteamTurbine's solution](#)

70.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings

[SteamTurbine's solution](#)

71.

316A1

[Special Task](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

72.

296A

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

Quality: 26,039 global accepts · Rating: 1100 · first AC: 2013-05-15 · Python 2 (first AC) · Tags: greedy, math

[SteamTurbine's solution](#)

73.

300A

[Array](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1100 · first AC: 2013-04-25 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[SteamTurbine's solution](#)

74.

292A

[SMSC](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

75.

285A

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

Quality: 14,138 global accepts · Rating: 1100 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: greedy, implementation

[SteamTurbine's solution](#)

76.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 1100 · first AC: 2013-01-03 · GNU C++ (first AC) · Tags: brute force, implementation

[SteamTurbine's solution](#)

77.

245B

[Internet Address](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

78.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1100 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[SteamTurbine's solution](#)

79.

178A3

[Educational Game](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

80.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,004 global accepts · Rating: 1100 · first AC: 2012-03-23 · GNU C++ (first AC) · Tags: binary search, implementation, sortings

[SteamTurbine's solution](#)

81.

162A

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

Quality: 842 global accepts · Rating: 1100 · first AC: 2012-03-18 · Factor (first AC) · Tags: *special, implementation

[SteamTurbine's solution](#)

82.

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 1100 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: *special, greedy, sortings

[SteamTurbine's solution](#)

83.

160B

[Unlucky Ticket](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

84.

158B

[Taxi](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

85.

120C

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

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

[SteamTurbine's solution](#)

86.

120B

[Quiz League](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

87.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: implementation, math

[SteamTurbine's solution](#)

88.

68A

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

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2011-03-18 · GNU C++ (first AC) · Tags: implementation, number theory

[SteamTurbine's solution](#)

89.

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2010-04-01 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

[SteamTurbine's solution](#)

90.

6B

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

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2010-03-31 · GNU C++ (first AC) · Tags: implementation

[SteamTurbine's solution](#)

91.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[SteamTurbine's solution](#)

92.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[SteamTurbine's solution](#)

93.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[SteamTurbine's solution](#)

94.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,098 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[SteamTurbine's solution](#)

95.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-09 · PyPy 3-64 (first AC) · Tags: games

[SteamTurbine's solution](#)

96.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[SteamTurbine's solution](#)

97.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,750 global accepts · Rating: 1200 · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[SteamTurbine's solution](#)

98.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[SteamTurbine's solution](#)

99.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[SteamTurbine's solution](#)

100.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[SteamTurbine's solution](#)

101.

1257C

[Dominated Subarray](#) · [Tutorial](#)

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-30 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers
[SteamTurbine's solution](#)

102.

908B

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

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

103.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: greedy, sortings
[SteamTurbine's solution](#)

104.

459A

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

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: implementation
[SteamTurbine's solution](#)

105.

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: implementation, strings
[SteamTurbine's solution](#)

106.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[SteamTurbine's solution](#)

107.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[SteamTurbine's solution](#)

108.

342A

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

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: greedy, implementation

[SteamTurbine's solution](#)

109.

292B

[Network Topology](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

110.

285B

[Find Marble](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

111.

285C

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

Quality: 26,334 global accepts · Rating: 1200 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[SteamTurbine's solution](#)

112.

264A

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

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[SteamTurbine's solution](#)

113.

222A

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

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

[SteamTurbine's solution](#)

114.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,335 global accepts · Rating: 1200 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[SteamTurbine's solution](#)

115.

208D

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

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

[SteamTurbine's solution](#)

116.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: brute force, implementation

[SteamTurbine's solution](#)

117.

177D1

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

Quality: 2,731 global accepts · Rating: 1200 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: brute force

[SteamTurbine's solution](#)

118.

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: number theory

[SteamTurbine's solution](#)

119.

176A

[Trading Business](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

120.

172B

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

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

[SteamTurbine's solution](#)

121.

171A

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

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: *special, constructive algorithms

[SteamTurbine's solution](#)

122.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: greedy, implementation

[SteamTurbine's solution](#)

123.

134A

[Average Numbers](#) · [Tutorial](#)

Quality: 4,793 global accepts · Rating: 1200 · first AC: 2011-12-02 · GNU C++ (first AC) · Tags: brute force, implementation

[SteamTurbine's solution](#)

124.

101A

[Homework](#) · [Tutorial](#)

Quality: 4,369 global accepts · Rating: 1200 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: greedy

[SteamTurbine's solution](#)

125.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1200 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: greedy

[SteamTurbine's solution](#)

126.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,348 global accepts · Rating: 1200 · first AC: 2011-04-27 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[SteamTurbine's solution](#)

127.

72C

[Extraordinarily Nice Numbers](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 1200 · first AC: 2011-03-20 · lo (first AC) · Tags: *special, math

[SteamTurbine's solution](#)

128.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2011-01-14 · GNU C++ (first AC) · Tags: implementation, math

[SteamTurbine's solution](#)

129.

48B

[Land Lot](#) · [Tutorial](#)

Quality: 3,042 global accepts · Rating: 1200 · first AC: 2010-12-12 · GNU C++ (first AC) · Tags: brute force, implementation

[SteamTurbine's solution](#)

130.

23A

[You're Given a String... · Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2010-07-09 · GNU C++ (first AC) · Tags: brute force, greedy

[SteamTurbine's solution](#)

131.

15A

[Cottage Village · Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2010-05-29 · GNU C++ (first AC) · Tags: implementation, sortings

[SteamTurbine's solution](#)

132.

8A

[Train and Peter · Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2010-04-08 · GNU C++ (first AC) · Tags: strings

[SteamTurbine's solution](#)

133.

2145C

[Monocarp's String · Tutorial](#)

Quality: 15,402 global accepts · Rating: 1300 · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings

[SteamTurbine's solution](#)

134.

2021C1

[Adjust The Presentation \(Easy Version\) · Tutorial](#)

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[SteamTurbine's solution](#)

135.

1942C1

[Bessie's Birthday Cake \(Easy Version\) · Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[SteamTurbine's solution](#)

136.

1890C

[Qingshan Loves Strings 2 · Tutorial](#)

Rating: 1300 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[SteamTurbine's solution](#)

137.

1882B

[Sets and Union · Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[SteamTurbine's solution](#)

138.

1870C

[Colorful Table · Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[SteamTurbine's solution](#)

139.

1869C

[Fill in the Matrix · Tutorial](#)

Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[SteamTurbine's solution](#)

140.

1864C

[Divisor Chain · Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

math, number theory

[SteamTurbine's solution](#)

141.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[SteamTurbine's solution](#)

142.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[SteamTurbine's solution](#)

143.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[SteamTurbine's solution](#)

144.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[SteamTurbine's solution](#)

145.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SteamTurbine's solution](#)

146.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[SteamTurbine's solution](#)

147.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[SteamTurbine's solution](#)

148.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[SteamTurbine's solution](#)

149.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[SteamTurbine's solution](#)

150.

1667A

[Make it Increasing](#) · [Tutorial](#)

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[SteamTurbine's solution](#)

151.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[SteamTurbine's solution](#)

152.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math
[SteamTurbine's solution](#)

153.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-05 · last AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[SteamTurbine's solution](#)

154.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[SteamTurbine's solution](#)

155.

750B

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

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

156.

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
[SteamTurbine's solution](#)

157.

611B

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

Quality: 11,065 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation
[SteamTurbine's solution](#)

158.

459B

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

Quality: 47,490 global accepts · Rating: 1300 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: combinatorics, implementation, sortings
[SteamTurbine's solution](#)

159.

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1300 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: implementation
[SteamTurbine's solution](#)

160.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2013-06-21 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[SteamTurbine's solution](#)

161.

303A

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

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math
[SteamTurbine's solution](#)

162.

291B

[Command Line Arguments](#) · [Tutorial](#)

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: *special, implementation, strings
[SteamTurbine's solution](#)

163.

288A

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

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: greedy
[SteamTurbine's solution](#)

164.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,459 global accepts · Rating: 1300 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: binary search, brute force, math, number theory
[SteamTurbine's solution](#)

165.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,343 global accepts · Rating: 1300 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers
[SteamTurbine's solution](#)

166.

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: constructive algorithms, math
[SteamTurbine's solution](#)

167.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: greedy
[SteamTurbine's solution](#)

168.

222B

[Cosmic Tables](#) · [Tutorial](#)

Quality: 6,567 global accepts · Rating: 1300 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: data structures, implementation
[SteamTurbine's solution](#)

169.

220A

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

Quality: 13,118 global accepts · Rating: 1300 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: implementation, sortings
[SteamTurbine's solution](#)

170.

215B

[Olympic Medal](#) · [Tutorial](#)

Quality: 5,977 global accepts · Rating: 1300 · first AC: 2012-08-06 · GNU C++ (first AC) · Tags: greedy, math
[SteamTurbine's solution](#)

171.

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1300 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: brute force, implementation
[SteamTurbine's solution](#)

172.

195B

[After Training](#) · [Tutorial](#)

Quality: 5,512 global accepts · Rating: 1300 · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: data structures, implementation, math
[SteamTurbine's solution](#)

173.

173A

[Rock-Paper-Scissors](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: implementation, math
[SteamTurbine's solution](#)

174.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: *special, brute force
[SteamTurbine's solution](#)

175.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: *special, combinatorics
[SteamTurbine's solution](#)

176.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,475 global accepts · Rating: 1300 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers
[SteamTurbine's solution](#)

177.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, brute force, number theory
[SteamTurbine's solution](#)

178.

152B

[Steps](#) · [Tutorial](#)

Quality: 7,388 global accepts · Rating: 1300 · first AC: 2012-02-20 · GNU C++ (first AC) · Tags: binary search, implementation
[SteamTurbine's solution](#)

179.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[SteamTurbine's solution](#)

180.

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: implementation, math
[SteamTurbine's solution](#)

181.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[SteamTurbine's solution](#)

182.

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,273 global accepts · Rating: 1300 · first AC: 2011-03-29 · GNU C++ (first AC) · Tags: implementation, math
[SteamTurbine's solution](#)

183.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: math
[SteamTurbine's solution](#)

184.

62A

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

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

[SteamTurbine's solution](#)

185.

60A

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

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

[SteamTurbine's solution](#)

186.

57A

[Square Earth?](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

187.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1400 · first AC: 2026-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[SteamTurbine's solution](#)

188.

2067D

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

Rating: 1400 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[SteamTurbine's solution](#)

189.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,244 global accepts · Rating: 1400 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[SteamTurbine's solution](#)

190.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,454 global accepts · Rating: 1400 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[SteamTurbine's solution](#)

191.

1894C

[Anonymous Informant](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[SteamTurbine's solution](#)

192.

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[SteamTurbine's solution](#)

193.

1888D1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[SteamTurbine's solution](#)

194.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[SteamTurbine's solution](#)

195.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[SteamTurbine's solution](#)

196.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[SteamTurbine's solution](#)

197.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy
[SteamTurbine's solution](#)

198.

1855C1

[Dual \(Easy Version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[SteamTurbine's solution](#)

199.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[SteamTurbine's solution](#)

200.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings
[SteamTurbine's solution](#)

201.

1831C

[Copil Copac Draws Trees](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[SteamTurbine's solution](#)

202.

1825C

[LuoTianyi and the Show](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[SteamTurbine's solution](#)

203.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[SteamTurbine's solution](#)

204.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy
[SteamTurbine's solution](#)

205.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[SteamTurbine's solution](#)

206.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation
[SteamTurbine's solution](#)

207.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-14 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings
[SteamTurbine's solution](#)

208.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-11-07 · last AC: 2022-11-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy, sortings
[SteamTurbine's solution](#)

209.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy
[SteamTurbine's solution](#)

210.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings
[SteamTurbine's solution](#)

211.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers
[SteamTurbine's solution](#)

212.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-30 · PyPy 3 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
[SteamTurbine's solution](#)

213.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-30 · PyPy 3 (first AC) · Tags: greedy, implementation
[SteamTurbine's solution](#)

214.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2018-01-10 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math
[SteamTurbine's solution](#)

215.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: brute force
[SteamTurbine's solution](#)

216.

480A

[Exams](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

217.

436B

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

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

[SteamTurbine's solution](#)

218.

441B

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

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

[SteamTurbine's solution](#)

219.

438A

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

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

[SteamTurbine's solution](#)

220.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2014-05-30 · GNU C++ (first AC) · Tags: greedy

[SteamTurbine's solution](#)

221.

418A

[Football](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

222.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

223.

388A

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

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, sortings

[SteamTurbine's solution](#)

224.

379C

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

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: greedy, sortings

[SteamTurbine's solution](#)

225.

335A

[Banana](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1400 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, greedy

[SteamTurbine's solution](#)

226.

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: math

[SteamTurbine's solution](#)

227.

295A

[Greg and Array](#) · Tutorial

Quality: 26,007 global accepts · Rating: 1400 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: data structures, implementation

[SteamTurbine's solution](#)

228.

290D

[Orange](#) · Tutorial

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[SteamTurbine's solution](#)

229.

290A

[Mysterious strings](#) · Tutorial

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[SteamTurbine's solution](#)

230.

279A

[Point on Spiral](#) · Tutorial

Quality: 5,917 global accepts · Rating: 1400 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[SteamTurbine's solution](#)

231.

279B

[Books](#) · Tutorial

Quality: 72,428 global accepts · Rating: 1400 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, two pointers

[SteamTurbine's solution](#)

232.

277A

[Learning Languages](#) · Tutorial

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[SteamTurbine's solution](#)

233.

261A

[Maxim and Discounts](#) · Tutorial

Quality: 5,609 global accepts · Rating: 1400 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: greedy, sortings

[SteamTurbine's solution](#)

234.

245E

[Mishap in Club](#) · Tutorial

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

[SteamTurbine's solution](#)

235.

228B

[Two Tables](#) · Tutorial

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

[SteamTurbine's solution](#)

236.

226A

[Flying Saucer Segments](#) · Tutorial

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

[SteamTurbine's solution](#)

237.

203C

[Photographer](#) · Tutorial

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: greedy, sortings

[SteamTurbine's solution](#)

238.

198B

[Jumping on Walls](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

239.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1400 · first AC: 2012-04-24 · GNU C++ (first AC) · Tags: brute force, hashing, implementation, math, strings

[SteamTurbine's solution](#)

240.

159C

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

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: *special, binary search, brute force, data structures, strings

[SteamTurbine's solution](#)

241.

159A

[Friends or Not](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1400 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[SteamTurbine's solution](#)

242.

158C

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

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

[SteamTurbine's solution](#)

243.

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,637 global accepts · Rating: 1400 · first AC: 2012-02-20 · GNU C++ (first AC) · Tags: combinatorics

[SteamTurbine's solution](#)

244.

150A

[Win or Freeze](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

245.

125A

[Measuring Lengths in Baden](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 1400 · first AC: 2011-10-29 · GNU C++ (first AC) · Tags: math

[SteamTurbine's solution](#)

246.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: games, math

[SteamTurbine's solution](#)

247.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: dp, greedy, trees

[SteamTurbine's solution](#)

248.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: brute force

[SteamTurbine's solution](#)

249.

111A

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

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2011-09-03 · GNU C++ (first AC) · Tags: greedy

[SteamTurbine's solution](#)

250.

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,908 global accepts · Rating: 1400 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[SteamTurbine's solution](#)

251.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,897 global accepts · Rating: 1400 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: implementation

[SteamTurbine's solution](#)

252.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: implementation, sortings

[SteamTurbine's solution](#)

253.

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: brute force, implementation

[SteamTurbine's solution](#)

254.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2011-02-19 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[SteamTurbine's solution](#)

255.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1400 · first AC: 2010-09-24 · GNU C++ (first AC) · Tags: brute force, math

[SteamTurbine's solution](#)

256.

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 1400 · first AC: 2010-04-08 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[SteamTurbine's solution](#)

257.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[SteamTurbine's solution](#)

258.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[SteamTurbine's solution](#)

259.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[SteamTurbine's solution](#)

260.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[SteamTurbine's solution](#)

261.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[SteamTurbine's solution](#)

262.

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[SteamTurbine's solution](#)

263.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[SteamTurbine's solution](#)

264.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[SteamTurbine's solution](#)

265.

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[SteamTurbine's solution](#)

266.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,650 global accepts · Rating: 1500 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[SteamTurbine's solution](#)

267.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[SteamTurbine's solution](#)

268.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[SteamTurbine's solution](#)

269.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[SteamTurbine's solution](#)

270.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[SteamTurbine's solution](#)

271.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
[SteamTurbine's solution](#)

272.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[SteamTurbine's solution](#)

273.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees
[SteamTurbine's solution](#)

274.

1256D

[Binary String Minimizing](#) · [Tutorial](#)

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-21 · GNU C++11 (first AC) · Tags: greedy
[SteamTurbine's solution](#)

275.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[SteamTurbine's solution](#)

276.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math
[SteamTurbine's solution](#)

277.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation
[SteamTurbine's solution](#)

278.

566F

[Cliques in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: dp, math, number theory
[SteamTurbine's solution](#)

279.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: implementation
[SteamTurbine's solution](#)

280.

521A

[DNA Alignment](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

281.

504A

[Misha and Forest](#) · [Tutorial](#)

Quality: 1500 · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[SteamTurbine's solution](#)

282.

436A

[Feed with Candy](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

283.

441C

[Valera and Tubes](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

284.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: brute force, sortings

[SteamTurbine's solution](#)

285.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[SteamTurbine's solution](#)

286.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,488 global accepts · Rating: 1500 · first AC: 2014-04-01 · Python 2 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[SteamTurbine's solution](#)

287.

374B

[Inna and Nine](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1500 · first AC: 2013-12-18 · GNU C++ (first AC) · Tags: combinatorics, greedy

[SteamTurbine's solution](#)

288.

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2013-10-15 · last AC: 2013-10-15 · GNU C++ (first AC) · Tags: data structures, dsu

[SteamTurbine's solution](#)

289.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: brute force, greedy, math

[SteamTurbine's solution](#)

290.

350B

[Resort](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

291.

342B

[Xenia and Spies](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1500 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[SteamTurbine's solution](#)

292.

341B

[Bubble Sort Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-08-31 · GNU C++ (first AC) · Tags: binary search, data structures, dp
[SteamTurbine's solution](#)

293.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: data structures, dp, implementation
[SteamTurbine's solution](#)

294.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths
[SteamTurbine's solution](#)

295.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[SteamTurbine's solution](#)

296.

325A

[Square and Rectangles](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2013-07-13 · GNU C++ (first AC) · Tags: implementation
[SteamTurbine's solution](#)

297.

328B

[Sheldon and Ice Pieces](#) · [Tutorial](#)

Quality: 1,565 global accepts · Rating: 1500 · first AC: 2013-07-12 · GNU C++ (first AC) · Tags: greedy
[SteamTurbine's solution](#)

298.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, data structures
[SteamTurbine's solution](#)

299.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, dfs and similar
[SteamTurbine's solution](#)

300.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2013-04-25 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs
[SteamTurbine's solution](#)

301.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: games, greedy
[SteamTurbine's solution](#)

302.

288B

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

Quality: 3,211 global accepts · Rating: 1500 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: combinatorics

[SteamTurbine's solution](#)

303.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[SteamTurbine's solution](#)

304.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[SteamTurbine's solution](#)

305.

273A

[Dima and Staircase](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

306.

271C

[Secret](#) · [Tutorial](#)

Quality: 3,136 global accepts · Rating: 1500 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[SteamTurbine's solution](#)

307.

268C

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

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[SteamTurbine's solution](#)

308.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: dp, number theory

[SteamTurbine's solution](#)

309.

256A

[Almost Arithmetical Progression](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: binary search, dp, two pointers

[SteamTurbine's solution](#)

310.

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: implementation, strings

[SteamTurbine's solution](#)

311.

245D

[Restoring Table](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 1500 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[SteamTurbine's solution](#)

312.

237B

[Young Table](#) · [Tutorial](#)

Quality: 2,376 global accepts · Rating: 1500 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: implementation, sortings

[SteamTurbine's solution](#)

313.

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[SteamTurbine's solution](#)

314.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: brute force, two pointers

[SteamTurbine's solution](#)

315.

211E

[IT Restaurants](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-07-15 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

316.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1500 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: dp

[SteamTurbine's solution](#)

317.

178D1

[Magic Squares](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1500 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

318.

177D2

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

Quality: 2,681 global accepts · Rating: 1500 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: data structures

[SteamTurbine's solution](#)

319.

177C2

[Party](#) · [Tutorial](#)

Quality: 3,013 global accepts · Rating: 1500 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[SteamTurbine's solution](#)

320.

177C1

[Party](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 1500 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[SteamTurbine's solution](#)

321.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special, number theory

[SteamTurbine's solution](#)

322.

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special, implementation, sortings

[SteamTurbine's solution](#)

323.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,860 global accepts · Rating: 1500 · first AC: 2012-03-16 · GNU C++ (first AC) · Tags: binary search, implementation

[SteamTurbine's solution](#)

324.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: *special, brute force, dp, strings

[SteamTurbine's solution](#)

325.

149C

[Division into Teams](#) · [Tutorial](#)

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2012-02-10 · GNU C++ (first AC) · Tags: greedy, math, sortings

[SteamTurbine's solution](#)

326.

148B

[Escape](#) · [Tutorial](#)

Quality: 6,015 global accepts · Rating: 1500 · first AC: 2012-02-02 · GNU C++ (first AC) · Tags: implementation, math

[SteamTurbine's solution](#)

327.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,509 global accepts · Rating: 1500 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: dfs and similar

[SteamTurbine's solution](#)

328.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: greedy, sortings

[SteamTurbine's solution](#)

329.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1500 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: binary search, data structures

[SteamTurbine's solution](#)

330.

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: greedy, strings

[SteamTurbine's solution](#)

331.

74B

[Train](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 1500 · first AC: 2011-04-15 · GNU C++ (first AC) · Tags: dp, games, greedy

[SteamTurbine's solution](#)

332.

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2011-04-13 · GNU C++ (first AC) · Tags: expression parsing, implementation, strings

[SteamTurbine's solution](#)

333.

72I

[Goofy Numbers](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 1500 · first AC: 2011-03-20 · Io (first AC) · Tags: *special, implementation

[SteamTurbine's solution](#)

334.

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2010-12-22 · GNU C++ (first AC) · Tags: strings

[SteamTurbine's solution](#)

335.

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2010-12-12 · GNU C++ (first AC) · Tags: greedy

[SteamTurbine's solution](#)

336.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2010-04-15 · GNU C++ (first AC) · Tags: dp, implementation

[SteamTurbine's solution](#)

337.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[SteamTurbine's solution](#)

338.

2040C

[Ordered Permutations](#) · [Tutorial](#)

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[SteamTurbine's solution](#)

339.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[SteamTurbine's solution](#)

340.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,639 global accepts · Rating: 1600 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[SteamTurbine's solution](#)

341.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[SteamTurbine's solution](#)

342.

1886C

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

Quality: 16,600 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[SteamTurbine's solution](#)

343.

1875D

[Jellyfish and Mex](#) · [Tutorial](#)

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[SteamTurbine's solution](#)

344.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[SteamTurbine's solution](#)

345.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp

[SteamTurbine's solution](#)

346.

1849C

[Binary String Copying](#) · [Tutorial](#)

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[SteamTurbine's solution](#)

347.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1600 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[SteamTurbine's solution](#)

348.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,357 global accepts · Rating: 1600 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[SteamTurbine's solution](#)

349.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,077 global accepts · Rating: 1600 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[SteamTurbine's solution](#)

350.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[SteamTurbine's solution](#)

351.

1795D

[Triangle Coloring](#) · [Tutorial](#)

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[SteamTurbine's solution](#)

352.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[SteamTurbine's solution](#)

353.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[SteamTurbine's solution](#)

354.

1753B

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

Quality: 14,995 global accepts · Rating: 1600 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[SteamTurbine's solution](#)

355.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[SteamTurbine's solution](#)

356.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,085 global accepts · Rating: 1600 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[SteamTurbine's solution](#)

357.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[SteamTurbine's solution](#)

358.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[SteamTurbine's solution](#)

359.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[SteamTurbine's solution](#)

360.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, trees

[SteamTurbine's solution](#)

361.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[SteamTurbine's solution](#)

362.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[SteamTurbine's solution](#)

363.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[SteamTurbine's solution](#)

364.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-29 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[SteamTurbine's solution](#)

365.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-07-13 · last AC: 2014-07-13 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[SteamTurbine's solution](#)

366.

440B

[Balancer](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 1600 · first AC: 2014-06-03 · GNU C++ (first AC) · Tags: greedy, implementation

[SteamTurbine's solution](#)

367.

435C

[Cardiogram](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1600 · first AC: 2014-05-30 · GNU C++ (first AC) · Tags: implementation

[SteamTurbine's solution](#)

368.

380A

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

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: binary search, brute force

[SteamTurbine's solution](#)

369.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,052 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dfs and similar

[SteamTurbine's solution](#)

370.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[SteamTurbine's solution](#)

371.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: combinatorics, data structures, implementation

[SteamTurbine's solution](#)

372.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[SteamTurbine's solution](#)

373.

343A

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

Quality: 10,082 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: math, number theory

[SteamTurbine's solution](#)

374.

343B

[Alternating Current](#) · [Tutorial](#)

Quality: 17,290 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[SteamTurbine's solution](#)

375.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-31 · GNU C++ (first AC) · Tags: math

[SteamTurbine's solution](#)

376.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-19 · Python 2 (first AC) · Tags: greedy, math, number theory

[SteamTurbine's solution](#)

377.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: greedy

[SteamTurbine's solution](#)

378.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,197 global accepts · Rating: 1600 · first AC: 2013-07-11 · last AC: 2013-07-11 · Python 2 (first AC) · Tags: combinatorics, math

[SteamTurbine's solution](#)

379.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: combinatorics, math

[SteamTurbine's solution](#)

380.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: brute force

[SteamTurbine's solution](#)

381.

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: dfs and similar, dp

[SteamTurbine's solution](#)

382.

291D

[Parallel Programming](#) · [Tutorial](#)

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: *special, greedy

[SteamTurbine's solution](#)

383.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: *special, bitmasks, brute force, implementation

[SteamTurbine's solution](#)

384.

273B

[Dima and Two Sequences](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: combinatorics

[SteamTurbine's solution](#)

385.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: greedy, math

[SteamTurbine's solution](#)

386.

250C

[Movie Critics](#) · [Tutorial](#)

Quality: 2,230 global accepts · Rating: 1600 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: greedy

[SteamTurbine's solution](#)

387.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: bitmasks

[SteamTurbine's solution](#)

388.

240C

[Practice](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[SteamTurbine's solution](#)

389.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,647 global accepts · Rating: 1600 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: binary search, number theory, two pointers

[SteamTurbine's solution](#)

390.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: number theory

[SteamTurbine's solution](#)

391.

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, graphs, greedy

[SteamTurbine's solution](#)

392.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: brute force, geometry

[SteamTurbine's solution](#)

393.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

[SteamTurbine's solution](#)

394.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: binary search, greedy, number theory

[SteamTurbine's solution](#)

395.

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2012-08-02 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, math

[SteamTurbine's solution](#)

396.

209A

[Multicolored Marbles](#) · [Tutorial](#)

Quality: 2,848 global accepts · Rating: 1600 · first AC: 2012-07-14 · GNU C++ (first AC) · Tags: dp, math

[SteamTurbine's solution](#)

397.

207B1

[Military Trainings](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 1600 · first AC: 2012-07-08 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

398.

207A1

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 1600 · first AC: 2012-07-08 · GNU C++ (first AC) · Tags: greedy

[SteamTurbine's solution](#)

399.

178C1

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 1600 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

400.

178B2

[Greedy Merchants](#) · [Tutorial](#)

Quality: 770 global accepts · Rating: 1600 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

401.

178B1

[Greedy Merchants](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 1600 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

402.

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: *special, brute force, implementation, number theory

[SteamTurbine's solution](#)

403.

167A

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

Quality: 2,186 global accepts · Rating: 1600 · first AC: 2012-03-27 · GNU C++ (first AC) · Tags: implementation, math

[SteamTurbine's solution](#)

404.

165C

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

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2012-03-16 · GNU C++ (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[SteamTurbine's solution](#)

405.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[SteamTurbine's solution](#)

406.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: math, number theory

[SteamTurbine's solution](#)

407.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: greedy

[SteamTurbine's solution](#)

408.

153A

[A + B](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 1600 · first AC: 2012-02-22 · Cobol (first AC) · Tags: *special

[SteamTurbine's solution](#)

409.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,315 global accepts · Rating: 1600 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[SteamTurbine's solution](#)

410.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: brute force, math
[SteamTurbine's solution](#)

411.

125C

[Hobbits' Party](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 1600 · first AC: 2011-10-29 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[SteamTurbine's solution](#)

412.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,273 global accepts · Rating: 1600 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities
[SteamTurbine's solution](#)

413.

95A

[Hockey](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1600 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: implementation, strings
[SteamTurbine's solution](#)

414.

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2011-05-22 · GNU C++ (first AC) · Tags: math
[SteamTurbine's solution](#)

415.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,648 global accepts · Rating: 1600 · first AC: 2011-04-13 · GNU C++ (first AC) · Tags: binary search, number theory
[SteamTurbine's solution](#)

416.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,329 global accepts · Rating: 1600 · first AC: 2011-03-29 · GNU C++ (first AC) · Tags: dp, math, number theory
[SteamTurbine's solution](#)

417.

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: expression parsing, greedy, strings
[SteamTurbine's solution](#)

418.

72H

[Reverse It!](#) · [Tutorial](#)

Quality: 284 global accepts · Rating: 1600 · first AC: 2011-03-20 · Io (first AC) · Tags: *special, implementation
[SteamTurbine's solution](#)

419.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2011-03-18 · GNU C++ (first AC) · Tags: binary search
[SteamTurbine's solution](#)

420.

57B

[Martian Architecture](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: implementation

[SteamTurbine's solution](#)

421.

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,447 global accepts · Rating: 1600 · first AC: 2011-01-14 · GNU C++ (first AC) · Tags: brute force

[SteamTurbine's solution](#)

422.

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2011-01-04 · GNU C++ (first AC) · Tags: combinatorics

[SteamTurbine's solution](#)

423.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2010-04-26 · GNU C++ (first AC) · Tags: math

[SteamTurbine's solution](#)

424.

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2010-04-01 · GNU C++ (first AC) · Tags: implementation

[SteamTurbine's solution](#)

425.

2160D

[MAD Interactive Problem](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[SteamTurbine's solution](#)

426.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[SteamTurbine's solution](#)

427.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[SteamTurbine's solution](#)

428.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[SteamTurbine's solution](#)

429.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[SteamTurbine's solution](#)

430.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[SteamTurbine's solution](#)

431.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[SteamTurbine's solution](#)

432.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[SteamTurbine's solution](#)

433.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[SteamTurbine's solution](#)

434.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,307 global accepts · Rating: 1700 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[SteamTurbine's solution](#)

435.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[SteamTurbine's solution](#)

436.

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[SteamTurbine's solution](#)

437.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[SteamTurbine's solution](#)

438.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-01-02 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, geometry, math

[SteamTurbine's solution](#)

439.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,147 global accepts · Rating: 1700 · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[SteamTurbine's solution](#)

440.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[SteamTurbine's solution](#)

441.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[SteamTurbine's solution](#)

442.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[SteamTurbine's solution](#)

443.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[SteamTurbine's solution](#)

444.

1881F

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

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[SteamTurbine's solution](#)

445.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,488 global accepts · Rating: 1700 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[SteamTurbine's solution](#)

446.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[SteamTurbine's solution](#)

447.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[SteamTurbine's solution](#)

448.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[SteamTurbine's solution](#)

449.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,564 global accepts · Rating: 1700 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[SteamTurbine's solution](#)

450.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[SteamTurbine's solution](#)

451.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[SteamTurbine's solution](#)

452.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[SteamTurbine's solution](#)

453.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[SteamTurbine's solution](#)

454.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math

[SteamTurbine's solution](#)

455.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[SteamTurbine's solution](#)

456.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive

[SteamTurbine's solution](#)

457.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary search

[SteamTurbine's solution](#)

458.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[SteamTurbine's solution](#)

459.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[SteamTurbine's solution](#)

460.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-22 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[SteamTurbine's solution](#)

461.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-11-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[SteamTurbine's solution](#)

462.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[SteamTurbine's solution](#)

463.

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

[SteamTurbine's solution](#)

464.

585B

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

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[SteamTurbine's solution](#)

465.

575D

[Tablecity](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

466.

518D

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

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2015-02-25 · last AC: 2015-02-25 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[SteamTurbine's solution](#)

467.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[SteamTurbine's solution](#)

468.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: greedy, strings

[SteamTurbine's solution](#)

469.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2014-08-20 · GNU C++0x (first AC) · Tags: binary search, data structures, greedy

[SteamTurbine's solution](#)

470.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[SteamTurbine's solution](#)

471.

409B

[Mysterious Language](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1700 · first AC: 2014-04-01 · Mysterious Language (first AC) · Tags: *special
[SteamTurbine's solution](#)

472.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special
[SteamTurbine's solution](#)

473.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special
[SteamTurbine's solution](#)

474.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: greedy, implementation
[SteamTurbine's solution](#)

475.

339C

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

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths
[SteamTurbine's solution](#)

476.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: hashing, strings
[SteamTurbine's solution](#)

477.

305B

[Continued Fractions](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2013-05-19 · Python 2 (first AC) · Tags: brute force, implementation, math
[SteamTurbine's solution](#)

478.

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: implementation, math
[SteamTurbine's solution](#)

479.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 1700 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths
[SteamTurbine's solution](#)

480.

294B

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

Quality: 5,036 global accepts · Rating: 1700 · first AC: 2013-04-07 · GNU C++ (first AC) · Tags: dp, greedy
[SteamTurbine's solution](#)

481.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: implementation, math
[SteamTurbine's solution](#)

482.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 1700 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, graph matchings, implementation, trees
[SteamTurbine's solution](#)

483.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: dp, implementation, two pointers
[SteamTurbine's solution](#)

484.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: dp
[SteamTurbine's solution](#)

485.

245C

[Game with Coins](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 1700 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: greedy
[SteamTurbine's solution](#)

486.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: binary search, data structures, graphs, shortest paths
[SteamTurbine's solution](#)

487.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: dp, matrices
[SteamTurbine's solution](#)

488.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 1700 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: data structures, expression parsing, implementation
[SteamTurbine's solution](#)

489.

216D

[Spider's Web](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 1700 · first AC: 2012-08-15 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers
[SteamTurbine's solution](#)

490.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: dfs and similar, greedy
[SteamTurbine's solution](#)

491.

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 1700 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: geometry, implementation, math
[SteamTurbine's solution](#)

492.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[SteamTurbine's solution](#)

493.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, trees

[SteamTurbine's solution](#)

494.

191B

[Demonstration](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: greedy

[SteamTurbine's solution](#)

495.

183B

[Zoo](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 1700 · first AC: 2012-04-27 · GNU C++ (first AC) · Tags: brute force, geometry

[SteamTurbine's solution](#)

496.

177E1

[Space Voyage](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 1700 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: binary search

[SteamTurbine's solution](#)

497.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: dp

[SteamTurbine's solution](#)

498.

164A

[Variable, or There and Back Again](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[SteamTurbine's solution](#)

499.

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: dp

[SteamTurbine's solution](#)

500.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[SteamTurbine's solution](#)

501.

159E

[Zebra Tower](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 1700 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: *special, data structures, greedy, sortings

[SteamTurbine's solution](#)

502.

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2012-03-06 · GNU C++ (first AC) · Tags: implementation, math, sortings

[SteamTurbine's solution](#)

503.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: brute force

[SteamTurbine's solution](#)

504.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2012-02-28 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[SteamTurbine's solution](#)

505.

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2012-02-02 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[SteamTurbine's solution](#)

506.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: geometry, math

[SteamTurbine's solution](#)

507.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,474 global accepts · Rating: 1700 · first AC: 2011-10-07 · GNU C++ (first AC) · Tags: dp

[SteamTurbine's solution](#)

508.

105A

[Transmigration](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 1700 · first AC: 2011-08-13 · GNU C++ (first AC) · Tags: implementation

[SteamTurbine's solution](#)

509.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1700 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[SteamTurbine's solution](#)

510.

98A

[Help Victoria the Wise](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 1700 · first AC: 2011-07-22 · GNU C++ (first AC) · Tags: brute force, implementation

[SteamTurbine's solution](#)

511.

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: implementation

[SteamTurbine's solution](#)

512.

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: constructive algorithms, hashing, implementation

[SteamTurbine's solution](#)

513.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: implementation, strings

[SteamTurbine's solution](#)

514.

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: greedy, math, sortings

[SteamTurbine's solution](#)

515.

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2011-04-12 · GNU C++ (first AC) · Tags: dp, greedy, math

[SteamTurbine's solution](#)

516.

76E

[Points](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2011-04-12 · GNU C++ (first AC) · Tags: implementation, math

[SteamTurbine's solution](#)

517.

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 1700 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[SteamTurbine's solution](#)

518.

30B

[Codeforces World Finals](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 1700 · first AC: 2010-09-24 · GNU C++ (first AC) · Tags: implementation

[SteamTurbine's solution](#)

519.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[SteamTurbine's solution](#)

520.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[SteamTurbine's solution](#)

521.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[SteamTurbine's solution](#)

522.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[SteamTurbine's solution](#)

523.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[SteamTurbine's solution](#)

524.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[SteamTurbine's solution](#)

525.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[SteamTurbine's solution](#)

526.

1966D

[Missing Subsequence Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[SteamTurbine's solution](#)

527.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[SteamTurbine's solution](#)

528.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[SteamTurbine's solution](#)

529.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[SteamTurbine's solution](#)

530.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[SteamTurbine's solution](#)

531.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[SteamTurbine's solution](#)

532.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[SteamTurbine's solution](#)

533.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[SteamTurbine's solution](#)

534.

1856E1

[PermuTree \(easy version\)](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[SteamTurbine's solution](#)

535.

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[SteamTurbine's solution](#)

536.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[SteamTurbine's solution](#)

537.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

[SteamTurbine's solution](#)

538.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[SteamTurbine's solution](#)

539.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[SteamTurbine's solution](#)

540.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,002 global accepts · Rating: 1800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[SteamTurbine's solution](#)

541.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[SteamTurbine's solution](#)

542.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[SteamTurbine's solution](#)

543.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[SteamTurbine's solution](#)

544.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive

algorithms, math, two pointers

[SteamTurbine's solution](#)

545.

1732C1

[Sheikh \(Easy version\)](#) · [Tutorial](#)

Quality: 7,572 global accepts · Rating: 1800 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[SteamTurbine's solution](#)

546.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[SteamTurbine's solution](#)

547.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[SteamTurbine's solution](#)

548.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities

[SteamTurbine's solution](#)

549.

1583D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[SteamTurbine's solution](#)

550.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[SteamTurbine's solution](#)

551.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[SteamTurbine's solution](#)

552.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[SteamTurbine's solution](#)

553.

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[SteamTurbine's solution](#)

554.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[SteamTurbine's solution](#)

555.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,591 global accepts · Rating: 1800 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[SteamTurbine's solution](#)

556.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees

[SteamTurbine's solution](#)

557.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[SteamTurbine's solution](#)

558.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[SteamTurbine's solution](#)

559.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[SteamTurbine's solution](#)

560.

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: brute force, implementation

[SteamTurbine's solution](#)

561.

575H

[Bots](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

562.

513G1

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

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

[SteamTurbine's solution](#)

563.

513B2

[Permutations](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

564.

459D

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

Quality: 12,807 global accepts · Rating: 1800 · first AC: 2014-08-15 · last AC: 2014-08-16 · GNU C++ (first AC) · Tags: data structures, divide and conquer, sortings

[SteamTurbine's solution](#)

565.

436C

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

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

[SteamTurbine's solution](#)

566.

440C

[One-Based Arithmetic](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 1800 · first AC: 2014-06-03 · GNU C++ (first AC) · Tags: brute force, dfs and similar, divide and conquer

[SteamTurbine's solution](#)

567.

434A

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

Rating: 1800 · first AC: 2014-05-24 · GNU C++ (first AC) · Tags: math, sortings

[SteamTurbine's solution](#)

568.

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: implementation

[SteamTurbine's solution](#)

569.

409E

[Dome](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 1800 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[SteamTurbine's solution](#)

570.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: greedy

[SteamTurbine's solution](#)

571.

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2013-07-13 · Python 2 (first AC) · Tags: binary search, math

[SteamTurbine's solution](#)

572.

301A

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

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: constructive algorithms

[SteamTurbine's solution](#)

573.

300C

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2013-04-25 · GNU C++ (first AC) · Tags: brute force, combinatorics

[SteamTurbine's solution](#)

574.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: data structures, implementation, two pointers

[SteamTurbine's solution](#)

575.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

[SteamTurbine's solution](#)

576.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,011 global accepts · Rating: 1800 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: data structures, strings

[SteamTurbine's solution](#)

577.

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 1800 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[SteamTurbine's solution](#)

578.

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,201 global accepts · Rating: 1800 · first AC: 2012-12-19 · GNU C++ (first AC) · Tags: binary search, implementation, math

[SteamTurbine's solution](#)

579.

256B

[Mr. Bender and Square](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-12-17 · GNU C++ (first AC) · Tags: binary search, brute force, math

[SteamTurbine's solution](#)

580.

251B

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

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: implementation, math

[SteamTurbine's solution](#)

581.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: dp, hashing, strings

[SteamTurbine's solution](#)

582.

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: constructive algorithms

[SteamTurbine's solution](#)

583.

222C

[Reducing Fractions](#) · [Tutorial](#)

Quality: 2,926 global accepts · Rating: 1800 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: implementation, math, number theory, sortings

[SteamTurbine's solution](#)

584.

220B

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

Quality: 12,884 global accepts · Rating: 1800 · first AC: 2012-09-01 · GNU C++ (first AC) · Tags: constructive algorithms, data structures

[SteamTurbine's solution](#)

585.

216C

[Hiring Staff](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1800 · first AC: 2012-08-15 · GNU C++ (first AC) · Tags: greedy

[SteamTurbine's solution](#)

586.

207A2

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 1800 · first AC: 2012-07-08 · GNU C++ (first AC) · Tags: greedy

[SteamTurbine's solution](#)

587.

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: math, ternary search

[SteamTurbine's solution](#)

588.

200D

[Programming Language](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1800 · first AC: 2012-06-24 · GNU C++ (first AC) · Tags: binary search, brute force, expression parsing, implementation

[SteamTurbine's solution](#)

589.

200C

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

Quality: 1,108 global accepts · Rating: 1800 · first AC: 2012-06-24 · GNU C++ (first AC) · Tags: brute force, implementation

[SteamTurbine's solution](#)

590.

195C

[Try and Catch](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 1800 · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: expression parsing, implementation

[SteamTurbine's solution](#)

591.

178F1

[Representative Sampling](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 1800 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

592.

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 1800 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

593.

182E

[Wooden Fence](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1800 · first AC: 2012-04-24 · GNU C++ (first AC) · Tags: dp

[SteamTurbine's solution](#)

594.

177F1

[Script Generation](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 1800 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

595.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1800 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[SteamTurbine's solution](#)

596.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2012-03-27 · GNU C++ (first AC) · Tags: dp, math, probabilities

[SteamTurbine's solution](#)

597.

162B

[Binary notation](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 1800 · first AC: 2012-03-18 · Factor (first AC) · Tags: *special

[SteamTurbine's solution](#)

598.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,177 global accepts · Rating: 1800 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[SteamTurbine's solution](#)

599.

153B

[Binary notation](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 1800 · first AC: 2012-02-22 · Cobol (first AC) · Tags: *special

[SteamTurbine's solution](#)

600.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2012-02-02 · GNU C++ (first AC) · Tags: dp, games, math, probabilities

[SteamTurbine's solution](#)

601.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: constructive algorithms

[SteamTurbine's solution](#)

602.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: greedy, sortings

[SteamTurbine's solution](#)

603.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[SteamTurbine's solution](#)

604.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

[SteamTurbine's solution](#)

605.

120G

[Boom](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 1800 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: implementation

[SteamTurbine's solution](#)

606.

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,590 global accepts · Rating: 1800 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: graph matchings

[SteamTurbine's solution](#)

607.

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: brute force, number theory

[SteamTurbine's solution](#)

608.

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: dp, greedy

[SteamTurbine's solution](#)

609.

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: greedy

[SteamTurbine's solution](#)

610.

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: data structures, greedy

[SteamTurbine's solution](#)

611.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[SteamTurbine's solution](#)

612.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: math, probabilities

[SteamTurbine's solution](#)

613.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2011-04-11 · GNU C++ (first AC) · Tags: dp

[SteamTurbine's solution](#)

614.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2011-03-22 · GNU C++ (first AC) · Tags: data structures, implementation

[SteamTurbine's solution](#)

615.

72A

[Goshtasp, Vishtasp and Eidi](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 1800 · first AC: 2011-03-20 · Io (first AC) · Tags: *special, greedy, math

[SteamTurbine's solution](#)

616.

72E

[Ali goes shopping](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 1800 · first AC: 2011-03-20 · Io (first AC) · Tags: *special, brute force, strings

[SteamTurbine's solution](#)

617.

67B

[Restoration of the Permutation](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 1800 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: greedy

[SteamTurbine's solution](#)

618.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: dp, graphs, greedy, implementation

[SteamTurbine's solution](#)

619.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1800 · first AC: 2010-09-24 · GNU C++ (first AC) · Tags: dp, probabilities

[SteamTurbine's solution](#)

620.

15B

[Laser](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 1800 · first AC: 2010-05-29 · GNU C++ (first AC) · Tags: math

[SteamTurbine's solution](#)

621.

2130E1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, strings

[SteamTurbine's solution](#)

622.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[SteamTurbine's solution](#)

623.

2022D1

[Asesino \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[SteamTurbine's solution](#)

624.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[SteamTurbine's solution](#)

625.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[SteamTurbine's solution](#)

626.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,100 global accepts · Rating: 1900 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[SteamTurbine's solution](#)

627.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[SteamTurbine's solution](#)

628.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[SteamTurbine's solution](#)

629.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[SteamTurbine's solution](#)

630.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[SteamTurbine's solution](#)

631.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[SteamTurbine's solution](#)

632.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[SteamTurbine's solution](#)

633.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,194 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[SteamTurbine's solution](#)

634.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[SteamTurbine's solution](#)

635.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math

[SteamTurbine's solution](#)

636.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[SteamTurbine's solution](#)

637.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[SteamTurbine's solution](#)

638.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[SteamTurbine's solution](#)

639.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[SteamTurbine's solution](#)

640.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[SteamTurbine's solution](#)

641.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[SteamTurbine's solution](#)

642.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[SteamTurbine's solution](#)

643.

1887A2

[Dances \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[SteamTurbine's solution](#)

644.

1855C2

[Dual \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[SteamTurbine's solution](#)

645.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[SteamTurbine's solution](#)

646.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[SteamTurbine's solution](#)

647.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[SteamTurbine's solution](#)

648.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[SteamTurbine's solution](#)

649.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[SteamTurbine's solution](#)

650.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[SteamTurbine's solution](#)

651.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[SteamTurbine's solution](#)

652.

1800F

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

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[SteamTurbine's solution](#)

653.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[SteamTurbine's solution](#)

654.

1791G2

[Teleporters \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[SteamTurbine's solution](#)

655.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[SteamTurbine's solution](#)

656.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[SteamTurbine's solution](#)

657.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[SteamTurbine's solution](#)

658.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[SteamTurbine's solution](#)

659.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[SteamTurbine's solution](#)

660.

1719D2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, math

[SteamTurbine's solution](#)

661.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[SteamTurbine's solution](#)

662.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[SteamTurbine's solution](#)

663.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[SteamTurbine's solution](#)

664.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[SteamTurbine's solution](#)

665.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[SteamTurbine's solution](#)

666.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[SteamTurbine's solution](#)

667.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[SteamTurbine's solution](#)

668.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2019-11-28 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings

[SteamTurbine's solution](#)

669.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-11-23 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory

[SteamTurbine's solution](#)

670.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-21 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[SteamTurbine's solution](#)

671.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2018-01-11 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive
[SteamTurbine's solution](#)

672.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation
[SteamTurbine's solution](#)

673.

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation
[SteamTurbine's solution](#)

674.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices
[SteamTurbine's solution](#)

675.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: data structures, dsu
[SteamTurbine's solution](#)

676.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: greedy, implementation
[SteamTurbine's solution](#)

677.

480C

[Riding in a Lift](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: combinatorics, dp, implementation
[SteamTurbine's solution](#)

678.

459C

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

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

679.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: dp, sortings
[SteamTurbine's solution](#)

680.

438B

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

Rating: 1900 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: dp, dsu, sortings
[SteamTurbine's solution](#)

681.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: data structures, graphs, implementation, two pointers

[SteamTurbine's solution](#)

682.

412E

[E-mail Addresses](#) · [Tutorial](#)

Quality: 938 global accepts · Rating: 1900 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: implementation

[SteamTurbine's solution](#)

683.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-04-17 · last AC: 2014-04-17 · GNU C++ (first AC) · Tags: bitmasks, dp, sortings

[SteamTurbine's solution](#)

684.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[SteamTurbine's solution](#)

685.

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[SteamTurbine's solution](#)

686.

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,014 global accepts · Rating: 1900 · first AC: 2013-12-18 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, implementation

[SteamTurbine's solution](#)

687.

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: brute force, divide and conquer, dp

[SteamTurbine's solution](#)

688.

356B

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

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: implementation, math

[SteamTurbine's solution](#)

689.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[SteamTurbine's solution](#)

690.

342C

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

Quality: 1,995 global accepts · Rating: 1900 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: geometry

[SteamTurbine's solution](#)

691.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: constructive algorithms, dp

[SteamTurbine's solution](#)

692.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: data structures, implementation

[SteamTurbine's solution](#)

693.

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2013-05-18 · GNU C++ (first AC) · Tags: binary search, bitmasks, greedy

[SteamTurbine's solution](#)

694.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: data structures

[SteamTurbine's solution](#)

695.

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, dsu

[SteamTurbine's solution](#)

696.

294C

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

Quality: 4,353 global accepts · Rating: 1900 · first AC: 2013-04-07 · GNU C++ (first AC) · Tags: combinatorics, number theory

[SteamTurbine's solution](#)

697.

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle

[SteamTurbine's solution](#)

698.

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: dp, games, greedy, number theory

[SteamTurbine's solution](#)

699.

261B

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

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: dp, math, probabilities

[SteamTurbine's solution](#)

700.

257D

[Sum](#) · [Tutorial](#)

Quality: 1,719 global accepts · Rating: 1900 · first AC: 2013-01-08 · GNU C++ (first AC) · Tags: greedy, math

[SteamTurbine's solution](#)

701.

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp

[SteamTurbine's solution](#)

702.

241G

[Challenging Balloons](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 1900 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: constructive algorithms

[SteamTurbine's solution](#)

703.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math

[SteamTurbine's solution](#)

704.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: combinatorics, graphs, math

[SteamTurbine's solution](#)

705.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[SteamTurbine's solution](#)

706.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: greedy

[SteamTurbine's solution](#)

707.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: data structures, dp, strings

[SteamTurbine's solution](#)

708.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

[SteamTurbine's solution](#)

709.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: 1900 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: dp, matrices

[SteamTurbine's solution](#)

710.

222D

[Olympiad](#) · [Tutorial](#)

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[SteamTurbine's solution](#)

711.

215D

[Hot Days](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 1900 · first AC: 2012-08-06 · GNU C++ (first AC) · Tags: greedy

[SteamTurbine's solution](#)

712.

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[SteamTurbine's solution](#)

713.

207B2

[Military Trainings](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 1900 · first AC: 2012-07-08 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

714.

195D

[Analyzing Polyline](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 1900 · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: geometry, math, sortings

[SteamTurbine's solution](#)

715.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[SteamTurbine's solution](#)

716.

178E1

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 1900 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

717.

178D2

[Magic Squares](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 1900 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

718.

178C2

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 1900 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

719.

177E2

[Space Voyage](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 1900 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: binary search

[SteamTurbine's solution](#)

720.

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: brute force, dp

[SteamTurbine's solution](#)

721.

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, dp, sortings

[SteamTurbine's solution](#)

722.

149D

[Coloring Brackets](#) · [Tutorial](#)

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2012-02-10 · GNU C++ (first AC) · Tags: dp

[SteamTurbine's solution](#)

723.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2012-02-02 · GNU C++ (first AC) · Tags: dp

[SteamTurbine's solution](#)

724.

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2012-01-19 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[SteamTurbine's solution](#)

725.

134B

[Pairs of Numbers](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 1900 · first AC: 2011-12-02 · GNU C++ (first AC) · Tags: brute force, dfs and similar, math, number theory

[SteamTurbine's solution](#)

726.

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2011-10-18 · last AC: 2011-10-21 · GNU C++ (first AC) · Tags: divide and conquer, geometry, sortings

[SteamTurbine's solution](#)

727.

119B

[Before Exam](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 1900 · first AC: 2011-10-14 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings

[SteamTurbine's solution](#)

728.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2011-09-04 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[SteamTurbine's solution](#)

729.

109B

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

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: brute force, probabilities

[SteamTurbine's solution](#)

730.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: dp, dsu, trees

[SteamTurbine's solution](#)

731.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,387 global accepts · Rating: 1900 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: shortest paths

[SteamTurbine's solution](#)

732.

93B

[End of Exams](#) · [Tutorial](#)

Quality: 988 global accepts · Rating: 1900 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: greedy

[SteamTurbine's solution](#)

733.

72F

[Oil](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 1900 · first AC: 2011-03-21 · last AC: 2011-03-21 · lo (first AC) · Tags: *special, greedy, math

[SteamTurbine's solution](#)

734.

67D

[Optical Experiment](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[SteamTurbine's solution](#)

735.

57C

[Array](#) · [Tutorial](#)

Quality: 4,006 global accepts · Rating: 1900 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: combinatorics, math

[SteamTurbine's solution](#)

736.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2011-01-14 · GNU C++ (first AC) · Tags: games

[SteamTurbine's solution](#)

737.

2130E2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive, strings

[SteamTurbine's solution](#)

738.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[SteamTurbine's solution](#)

739.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[SteamTurbine's solution](#)

740.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math

[SteamTurbine's solution](#)

741.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[SteamTurbine's solution](#)

742.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,487 global accepts · Rating: 2000 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[SteamTurbine's solution](#)

743.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[SteamTurbine's solution](#)

744.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[SteamTurbine's solution](#)

745.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[SteamTurbine's solution](#)

746.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers
[SteamTurbine's solution](#)

747.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers
[SteamTurbine's solution](#)

748.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math
[SteamTurbine's solution](#)

749.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[SteamTurbine's solution](#)

750.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math
[SteamTurbine's solution](#)

751.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-21 · last AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[SteamTurbine's solution](#)

752.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math
[SteamTurbine's solution](#)

753.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees
[SteamTurbine's solution](#)

754.

843B

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

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2018-01-10 · last AC: 2018-01-10 · GNU C++11 (first AC) · Tags: brute force, interactive, probabilities
[SteamTurbine's solution](#)

755.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2018-01-10 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[SteamTurbine's solution](#)

756.

611D

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

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[SteamTurbine's solution](#)

757.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[SteamTurbine's solution](#)

758.

513C

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

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

[SteamTurbine's solution](#)

759.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: binary search, data structures, math

[SteamTurbine's solution](#)

760.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: brute force, geometry

[SteamTurbine's solution](#)

761.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[SteamTurbine's solution](#)

762.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: brute force, data structures, greedy

[SteamTurbine's solution](#)

763.

434B

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

Rating: 2000 · first AC: 2014-05-24 · last AC: 2014-05-24 · GNU C++ (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers

[SteamTurbine's solution](#)

764.

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2014-05-15 · GNU C++ (first AC) · Tags: dp, string suffix structures, strings, two pointers

[SteamTurbine's solution](#)

765.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: dfs and similar

[SteamTurbine's solution](#)

766.

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: games, greedy, sortings

[SteamTurbine's solution](#)

767.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: data structures, schedules

[SteamTurbine's solution](#)

768.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[SteamTurbine's solution](#)

769.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2013-09-21 · GNU C++ (first AC) · Tags: dp, strings

[SteamTurbine's solution](#)

770.

341C

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

Rating: 2000 · first AC: 2013-09-01 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[SteamTurbine's solution](#)

771.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: brute force, implementation

[SteamTurbine's solution](#)

772.

314C

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

Quality: 2,003 global accepts · Rating: 2000 · first AC: 2013-06-10 · GNU C++ (first AC) · Tags: data structures, dp

[SteamTurbine's solution](#)

773.

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2013-06-08 · GNU C++ (first AC) · Tags: binary search, dfs and similar, strings

[SteamTurbine's solution](#)

774.

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: binary search, math, two pointers

[SteamTurbine's solution](#)

775.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2013-05-16 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp, math

[SteamTurbine's solution](#)

776.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: brute force

[SteamTurbine's solution](#)

777.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: *special, dfs and similar, hashing, strings
[SteamTurbine's solution](#)

778.

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: geometry
[SteamTurbine's solution](#)

779.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: dp
[SteamTurbine's solution](#)

780.

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math
[SteamTurbine's solution](#)

781.

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: dp, greedy, number theory
[SteamTurbine's solution](#)

782.

250E

[Mad Joe](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2000 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: brute force
[SteamTurbine's solution](#)

783.

249A

[Robo-Footballer](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-11-25 · GNU C++ (first AC) · Tags: geometry
[SteamTurbine's solution](#)

784.

245F

[Log Stream Analysis](#) · [Tutorial](#)

Quality: 976 global accepts · Rating: 2000 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, strings
[SteamTurbine's solution](#)

785.

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: graphs, sortings
[SteamTurbine's solution](#)

786.

241C

[Mirror Box](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2000 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: geometry, implementation
[SteamTurbine's solution](#)

787.

237D

[T-decomposition](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2000 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, trees
[SteamTurbine's solution](#)

788.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: flows, graphs

[SteamTurbine's solution](#)

789.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: dp, math, probabilities

[SteamTurbine's solution](#)

790.

240D

[Merging Two Decks](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[SteamTurbine's solution](#)

791.

228C

[Fractal Detector](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2000 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: dp, hashing

[SteamTurbine's solution](#)

792.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: dp

[SteamTurbine's solution](#)

793.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2012-07-13 · GNU C++ (first AC) · Tags: math, probabilities

[SteamTurbine's solution](#)

794.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: dp

[SteamTurbine's solution](#)

795.

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: data structures, dsu, graphs

[SteamTurbine's solution](#)

796.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: brute force

[SteamTurbine's solution](#)

797.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2012-05-24 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[SteamTurbine's solution](#)

798.

178E2

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2000 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

799.

178C3

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2000 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

800.

182C

[Optimal Sum](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2012-04-24 · GNU C++ (first AC) · Tags: data structures, greedy

[SteamTurbine's solution](#)

801.

164B

[Ancient Berland Hieroglyphs](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2000 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: two pointers

[SteamTurbine's solution](#)

802.

171E

[MYSTERIOUS LANGUAGE](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2000 · first AC: 2012-04-01 · Secret_171 (first AC) · Tags: *special

[SteamTurbine's solution](#)

803.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: binary search

[SteamTurbine's solution](#)

804.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: combinatorics, dp

[SteamTurbine's solution](#)

805.

153D

[Date Change](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 2000 · first AC: 2012-02-22 · Cobol (first AC) · Tags: *special

[SteamTurbine's solution](#)

806.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: combinatorics, dp

[SteamTurbine's solution](#)

807.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[SteamTurbine's solution](#)

808.

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2011-10-14 · GNU C++ (first AC) · Tags: dp

[SteamTurbine's solution](#)

809.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,435 global accepts · Rating: 2000 · first AC: 2011-10-07 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[SteamTurbine's solution](#)

810.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[SteamTurbine's solution](#)

811.

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[SteamTurbine's solution](#)

812.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: dp

[SteamTurbine's solution](#)

813.

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: data structures, dfs and similar, sortings

[SteamTurbine's solution](#)

814.

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2011-04-27 · GNU C++ (first AC) · Tags: dp, games, number theory

[SteamTurbine's solution](#)

815.

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2011-04-13 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[SteamTurbine's solution](#)

816.

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: geometry

[SteamTurbine's solution](#)

817.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-04-03 · last AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[SteamTurbine's solution](#)

818.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[SteamTurbine's solution](#)

819.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[SteamTurbine's solution](#)

820.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[SteamTurbine's solution](#)

821.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[SteamTurbine's solution](#)

822.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[SteamTurbine's solution](#)

823.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[SteamTurbine's solution](#)

824.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[SteamTurbine's solution](#)

825.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-01-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[SteamTurbine's solution](#)

826.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2018-01-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[SteamTurbine's solution](#)

827.

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dp, greedy

[SteamTurbine's solution](#)

828.

549H

[Degenerate Matrix](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: binary search, math

[SteamTurbine's solution](#)

829.

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[SteamTurbine's solution](#)

830.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2014-11-05 · last AC: 2014-11-07 · GNU C++ (first AC) · Tags: binary search, math,

sortings, two pointers

[SteamTurbine's solution](#)

831.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: dp

[SteamTurbine's solution](#)

832.

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[SteamTurbine's solution](#)

833.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer

[SteamTurbine's solution](#)

834.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: data structures, dp, math

[SteamTurbine's solution](#)

835.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: brute force, dp, number theory

[SteamTurbine's solution](#)

836.

342D

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

Quality: 567 global accepts · Rating: 2100 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar, dp

[SteamTurbine's solution](#)

837.

336D

[Vasily the Bear and Beautiful Strings](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2100 · first AC: 2013-08-09 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

[SteamTurbine's solution](#)

838.

335C

[More Reclamation](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2100 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: games

[SteamTurbine's solution](#)

839.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[SteamTurbine's solution](#)

840.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2013-06-23 · last AC: 2013-06-23 · Python 2 (first AC) · Tags: dp, geometry

[SteamTurbine's solution](#)

841.

309B

[Context Advertising](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2100 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: dp, two pointers

[SteamTurbine's solution](#)

842.

306B

[Optimizer](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2100 · first AC: 2013-05-11 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[SteamTurbine's solution](#)

843.

306C

[White, Black and White Again](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2100 · first AC: 2013-05-11 · GNU C++ (first AC) · Tags: combinatorics, number theory

[SteamTurbine's solution](#)

844.

301B

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

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: binary search, graphs, shortest paths

[SteamTurbine's solution](#)

845.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[SteamTurbine's solution](#)

846.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2013-03-23 · GNU C++ (first AC) · Tags: greedy, implementation

[SteamTurbine's solution](#)

847.

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: dp, games

[SteamTurbine's solution](#)

848.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2013-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[SteamTurbine's solution](#)

849.

268E

[Playlist](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 2100 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: math, probabilities, sortings

[SteamTurbine's solution](#)

850.

266C

[Below the Diagonal](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[SteamTurbine's solution](#)

851.

260D

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

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2012-12-28 · last AC: 2012-12-28 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees

[SteamTurbine's solution](#)

852.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

[SteamTurbine's solution](#)

853.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[SteamTurbine's solution](#)

854.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: dp, greedy, two pointers

[SteamTurbine's solution](#)

855.

228D

[Zigzag](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2100 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: data structures

[SteamTurbine's solution](#)

856.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[SteamTurbine's solution](#)

857.

220C

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

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: data structures

[SteamTurbine's solution](#)

858.

215C

[Crosses](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2100 · first AC: 2012-08-06 · GNU C++ (first AC) · Tags: brute force, implementation

[SteamTurbine's solution](#)

859.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2012-07-23 · last AC: 2012-07-24 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, trees

[SteamTurbine's solution](#)

860.

211C

[Cowboys](#) · [Tutorial](#)

Rating: 2100 · first AC: 2012-07-15 · GNU C++ (first AC) · Tags: combinatorics

[SteamTurbine's solution](#)

861.

207C1

[Game with Two Trees](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 2100 · first AC: 2012-07-08 · last AC: 2012-07-08 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

862.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2012-05-25 · last AC: 2012-05-25 · GNU C++ (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[SteamTurbine's solution](#)

863.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,027 global accepts · Rating: 2100 · first AC: 2012-03-23 · last AC: 2012-03-26 · GNU C++ (first AC) · Tags: geometry, sortings

[SteamTurbine's solution](#)

864.

163C

[Conveyor](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2100 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: sortings, two pointers

[SteamTurbine's solution](#)

865.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2012-03-16 · GNU C++ (first AC) · Tags: data structures, dsu, trees

[SteamTurbine's solution](#)

866.

153E

[Euclidean Distance](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2100 · first AC: 2012-02-22 · Cobol (first AC) · Tags: *special

[SteamTurbine's solution](#)

867.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[SteamTurbine's solution](#)

868.

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[SteamTurbine's solution](#)

869.

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2011-09-03 · GNU C++ (first AC) · Tags: bitmasks, dp, dsu

[SteamTurbine's solution](#)

870.

81D

[Polycarp's Picture Gallery](#) · [Tutorial](#)

Quality: 805 global accepts · Rating: 2100 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[SteamTurbine's solution](#)

871.

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[SteamTurbine's solution](#)

872.

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2011-04-12 · GNU C++ (first AC) · Tags: greedy, two pointers

[SteamTurbine's solution](#)

873.

65C

[Harry Potter and the Golden Snitch](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2100 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: binary search, geometry

[SteamTurbine's solution](#)

874.

60C

[Mushroom Strife](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2100 · first AC: 2011-02-19 · last AC: 2011-02-19 · GNU C++ (first AC) · Tags: brute force, dfs and similar
[SteamTurbine's solution](#)

875.

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: binary search, dp, probabilities
[SteamTurbine's solution](#)

876.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy
[SteamTurbine's solution](#)

877.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[SteamTurbine's solution](#)

878.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[SteamTurbine's solution](#)

879.

1867E2

[Salzg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[SteamTurbine's solution](#)

880.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[SteamTurbine's solution](#)

881.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[SteamTurbine's solution](#)

882.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[SteamTurbine's solution](#)

883.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[SteamTurbine's solution](#)

884.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[SteamTurbine's solution](#)

885.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[SteamTurbine's solution](#)

886.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[SteamTurbine's solution](#)

887.

810D

[Glad to see you!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-01-11 · GNU C++11 (first AC) · Tags: binary search, interactive

[SteamTurbine's solution](#)

888.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-31 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[SteamTurbine's solution](#)

889.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[SteamTurbine's solution](#)

890.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[SteamTurbine's solution](#)

891.

575B

[Bribes](#) · [Tutorial](#)

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

[SteamTurbine's solution](#)

892.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2015-08-03 · GNU C++11 (first AC) · Tags: implementation, math, probabilities, trees

[SteamTurbine's solution](#)

893.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures

[SteamTurbine's solution](#)

894.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: games

[SteamTurbine's solution](#)

895.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[SteamTurbine's solution](#)

896.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-28 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math

[SteamTurbine's solution](#)

897.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-05 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings

[SteamTurbine's solution](#)

898.

506B

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

Rating: 2200 · first AC: 2015-01-20 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[SteamTurbine's solution](#)

899.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: data structures, implementation

[SteamTurbine's solution](#)

900.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: data structures

[SteamTurbine's solution](#)

901.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2013-12-29 · last AC: 2014-01-05 · GNU C++ (first AC) · Tags: bitmasks, dp, games

[SteamTurbine's solution](#)

902.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: dp, greedy

[SteamTurbine's solution](#)

903.

354E

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

Quality: 911 global accepts · Rating: 2200 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp

[SteamTurbine's solution](#)

904.

350E

[Wrong Floyd](#) · [Tutorial](#)

Quality: 858 global accepts · Rating: 2200 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[SteamTurbine's solution](#)

905.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2013-09-30 · GNU C++ (first AC) · Tags: greedy, math

[SteamTurbine's solution](#)

906.

316F1

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: dfs and similar, implementation

[SteamTurbine's solution](#)

907.

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: flows

[SteamTurbine's solution](#)

908.

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: string suffix structures

[SteamTurbine's solution](#)

909.

301D

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

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2013-05-05 · last AC: 2013-05-05 · GNU C++ (first AC) · Tags: data structures

[SteamTurbine's solution](#)

910.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2013-03-26 · GNU C++ (first AC) · Tags: implementation

[SteamTurbine's solution](#)

911.

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: bitmasks, dp

[SteamTurbine's solution](#)

912.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[SteamTurbine's solution](#)

913.

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, graphs

[SteamTurbine's solution](#)

914.

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: graphs, greedy

[SteamTurbine's solution](#)

915.

271E

[Three Horses](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2200 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[SteamTurbine's solution](#)

916.

245G

[Suggested Friends](#) · [Tutorial](#)

Quality: 545 global accepts · Rating: 2200 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: brute force, graphs

[SteamTurbine's solution](#)

917.

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[SteamTurbine's solution](#)

918.

219E

[Parking Lot](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2200 · first AC: 2012-08-29 · GNU C++ (first AC) · Tags: data structures

[SteamTurbine's solution](#)

919.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2012-06-13 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[SteamTurbine's solution](#)

920.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: binary search, data structures, trees

[SteamTurbine's solution](#)

921.

183C

[Cyclic Coloring](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2012-05-23 · GNU C++ (first AC) · Tags: dfs and similar

[SteamTurbine's solution](#)

922.

178F2

[Representative Sampling](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2200 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: dp, sortings, strings

[SteamTurbine's solution](#)

923.

182A

[Battlefield](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2200 · first AC: 2012-04-24 · GNU C++ (first AC) · Tags: geometry, graphs, implementation, shortest paths

[SteamTurbine's solution](#)

924.

153C

[Caesar Cipher](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 2200 · first AC: 2012-02-22 · Cobol (first AC) · Tags: *special

[SteamTurbine's solution](#)

925.

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: data structures, math, probabilities

[SteamTurbine's solution](#)

926.

134C

[Swaps](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2200 · first AC: 2011-12-02 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, greedy

[SteamTurbine's solution](#)

927.

120I

[Luck is in Numbers](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2200 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: greedy

[SteamTurbine's solution](#)

928.

85C

[Petya and Tree](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2200 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: binary search, dfs and similar, probabilities, sortings, trees

[SteamTurbine's solution](#)

929.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2011-04-12 · GNU C++ (first AC) · Tags: dsu, graphs, sortings, trees

[SteamTurbine's solution](#)

930.

71D

[Solitaire](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2011-03-29 · GNU C++ (first AC) · Tags: brute force, implementation

[SteamTurbine's solution](#)

931.

70C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2200 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: binary search, data structures, sortings, two pointers

[SteamTurbine's solution](#)

932.

65D

[Harry Potter and the Sorting Hat](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2200 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: brute force, dfs and similar, hashing

[SteamTurbine's solution](#)

933.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2011-01-04 · GNU C++ (first AC) · Tags: data structures

[SteamTurbine's solution](#)

934.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2010-04-26 · GNU C++ (first AC) · Tags: bitmasks, dp, graphs

[SteamTurbine's solution](#)

935.

7D

[Palindrome Degree](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2010-04-01 · GNU C++ (first AC) · Tags: hashing, strings

[SteamTurbine's solution](#)

936.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-07-21 · last AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[SteamTurbine's solution](#)

937.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[SteamTurbine's solution](#)

938.

1842E

[Tenzing and Triangle](#) · [Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy, math
[SteamTurbine's solution](#)

939.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2015-10-12 · last AC: 2015-10-13 · GNU C++11 (first AC) · Tags: meet-in-the-middle
[SteamTurbine's solution](#)

940.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[SteamTurbine's solution](#)

941.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2015-01-01 · last AC: 2015-01-01 · GNU C++ (first AC) · Tags: data structures, dp, dsu
[SteamTurbine's solution](#)

942.

487C

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

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory
[SteamTurbine's solution](#)

943.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: probabilities
[SteamTurbine's solution](#)

944.

438D

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

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2014-06-02 · last AC: 2014-06-02 · GNU C++ (first AC) · Tags: data structures, math
[SteamTurbine's solution](#)

945.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2014-04-27 · last AC: 2014-04-30 · GNU C++ (first AC) · Tags: binary search, data structures, hashing
[SteamTurbine's solution](#)

946.

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: data structures, dp
[SteamTurbine's solution](#)

947.

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[SteamTurbine's solution](#)

948.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-03-23 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[SteamTurbine's solution](#)

949.

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2013-06-13 · GNU C++ (first AC) · Tags: data structures, math

[SteamTurbine's solution](#)

950.

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: flows, graph matchings

[SteamTurbine's solution](#)

951.

305E

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

Quality: 731 global accepts · Rating: 2300 · first AC: 2013-05-19 · GNU C++ (first AC) · Tags: games

[SteamTurbine's solution](#)

952.

306D

[Polygon](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 2300 · first AC: 2013-05-11 · GNU C++ (first AC) · Tags: constructive algorithms, geometry

[SteamTurbine's solution](#)

953.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2013-04-25 · GNU C++ (first AC) · Tags: dp, fft

[SteamTurbine's solution](#)

954.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2013-04-07 · GNU C++ (first AC) · Tags: dp, trees

[SteamTurbine's solution](#)

955.

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: constructive algorithms, geometry

[SteamTurbine's solution](#)

956.

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: dp

[SteamTurbine's solution](#)

957.

249B

[Sweets for Everyone!](#) · [Tutorial](#)

Rating: 2300 · first AC: 2012-11-25 · GNU C++ (first AC) · Tags: binary search, greedy

[SteamTurbine's solution](#)

958.

213D

[Stars](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: constructive algorithms, geometry
[SteamTurbine's solution](#)

959.

212B

[Polycarpus is Looking for Good Substrings](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2300 · first AC: 2012-07-22 · last AC: 2012-07-22 · GNU C++ (first AC) · Tags: bitmasks, hashing, implementation

[SteamTurbine's solution](#)

960.

211B

[Polycarpus is Looking for Good Substrings](#) · [Tutorial](#)

Rating: 2300 · first AC: 2012-07-15 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

961.

203E

[Transportation](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2300 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: greedy, sortings, two pointers

[SteamTurbine's solution](#)

962.

178E3

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 214 global accepts · Rating: 2300 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

963.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2012-03-16 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees

[SteamTurbine's solution](#)

964.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2012-03-06 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[SteamTurbine's solution](#)

965.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2012-02-26 · GNU C++ (first AC) · Tags: graphs, hashing, sortings

[SteamTurbine's solution](#)

966.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[SteamTurbine's solution](#)

967.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2012-02-10 · GNU C++ (first AC) · Tags: string suffix structures, strings

[SteamTurbine's solution](#)

968.

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: 2300 · first AC: 2012-01-09 · last AC: 2012-01-09 · GNU C++ (first AC) · Tags: graphs, shortest paths

[SteamTurbine's solution](#)

969.

111D

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

Quality: 901 global accepts · Rating: 2300 · first AC: 2011-09-03 · GNU C++ (first AC) · Tags: combinatorics, dp

[SteamTurbine's solution](#)

970.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[SteamTurbine's solution](#)

971.

89C

[Chip Play](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2300 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: brute force, data structures, implementation

[SteamTurbine's solution](#)

972.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation

[SteamTurbine's solution](#)

973.

78E

[Evacuation](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2300 · first AC: 2011-04-27 · GNU C++ (first AC) · Tags: flows, graphs, shortest paths

[SteamTurbine's solution](#)

974.

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2011-04-15 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[SteamTurbine's solution](#)

975.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[SteamTurbine's solution](#)

976.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[SteamTurbine's solution](#)

977.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[SteamTurbine's solution](#)

978.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-23 · last AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[SteamTurbine's solution](#)

979.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs

[SteamTurbine's solution](#)

980.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[SteamTurbine's solution](#)

981.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[SteamTurbine's solution](#)

982.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-09 · GNU C++ (first AC) · Tags: dp, probabilities

[SteamTurbine's solution](#)

983.

446C

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

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2014-07-13 · last AC: 2014-07-13 · GNU C++ (first AC) · Tags: data structures, math, number theory

[SteamTurbine's solution](#)

984.

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-04-19 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[SteamTurbine's solution](#)

985.

380B

[Sereja and Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2400 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: graphs, implementation

[SteamTurbine's solution](#)

986.

354B

[Game with Strings](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2400 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: bitmasks, dp, games

[SteamTurbine's solution](#)

987.

335D

[Rectangles and Square](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2400 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: brute force, dp

[SteamTurbine's solution](#)

988.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2013-07-20 · last AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms

[SteamTurbine's solution](#)

989.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2013-06-21 · GNU C++ (first AC) · Tags: data structures, dp

[SteamTurbine's solution](#)

990.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2013-05-12 · last AC: 2013-05-12 · GNU C++ (first AC) · Tags: brute force, graphs, math, number theory

[SteamTurbine's solution](#)

991.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2013-04-24 · GNU C++ (first AC) · Tags: brute force, math, number theory

[SteamTurbine's solution](#)

992.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: combinatorics, dp

[SteamTurbine's solution](#)

993.

288D

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

Quality: 838 global accepts · Rating: 2400 · first AC: 2013-04-02 · last AC: 2013-04-02 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, trees

[SteamTurbine's solution](#)

994.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: flows, trees

[SteamTurbine's solution](#)

995.

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: games, implementation

[SteamTurbine's solution](#)

996.

273D

[Dima and Figure](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2400 · first AC: 2013-02-13 · last AC: 2013-02-13 · GNU C++ (first AC) · Tags: dp

[SteamTurbine's solution](#)

997.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2013-01-22 · last AC: 2013-01-22 · GNU C++ (first AC) · Tags: graphs, math, shortest paths

[SteamTurbine's solution](#)

998.

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2012-08-13 · GNU C++ (first AC) · Tags: dp

[SteamTurbine's solution](#)

999.

209C

[Trails and Glades](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2400 · first AC: 2012-07-14 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, graphs, greedy

[SteamTurbine's solution](#)

1000.

200A

[Cinema](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2012-06-29 · last AC: 2012-06-29 · GNU C++ (first AC) · Tags: brute force, data structures

[SteamTurbine's solution](#)

1001.

200E

[Tractor College](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 2400 · first AC: 2012-06-24 · last AC: 2012-06-24 · GNU C++ (first AC) · Tags: implementation, math, number theory, ternary search

[SteamTurbine's solution](#)

1002.

198C

[Delivering Carcinogen](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 2400 · first AC: 2012-06-22 · GNU C++ (first AC) · Tags: binary search, geometry

[SteamTurbine's solution](#)

1003.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2400 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math, matrices

[SteamTurbine's solution](#)

1004.

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: flows, graphs

[SteamTurbine's solution](#)

1005.

29E

[Quarrel](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2400 · first AC: 2012-03-18 · GNU C++ (first AC) · Tags: graphs, shortest paths

[SteamTurbine's solution](#)

1006.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: divide and conquer

[SteamTurbine's solution](#)

1007.

51E

[Pentagon](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2400 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: combinatorics, graphs, matrices

[SteamTurbine's solution](#)

1008.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 2400 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: data structures

[SteamTurbine's solution](#)

1009.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2011-10-29 · GNU C++ (first AC) · Tags: binary search, graphs

[SteamTurbine's solution](#)

1010.

119E

[Alternative Reality](#) · [Tutorial](#)

Quality: 123 global accepts · Rating: 2400 · first AC: 2011-10-16 · GNU C++ (first AC) · Tags: geometry

[SteamTurbine's solution](#)

1011.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: data structures, dp

[SteamTurbine's solution](#)

1012.

74D

[Hanger](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2011-04-15 · GNU C++ (first AC) · Tags: data structures

[SteamTurbine's solution](#)

1013.

75E

[Ship's Shortest Path](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2400 · first AC: 2011-04-13 · GNU C++ (first AC) · Tags: geometry, shortest paths

[SteamTurbine's solution](#)

1014.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2011-04-07 · GNU C++ (first AC) · Tags: data structures, sortings

[SteamTurbine's solution](#)

1015.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[SteamTurbine's solution](#)

1016.

1746E1

[Joking \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[SteamTurbine's solution](#)

1017.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: binary search, implementation

[SteamTurbine's solution](#)

1018.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[SteamTurbine's solution](#)

1019.

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2015-08-01 · GNU C++11 (first AC) · Tags: geometry

[SteamTurbine's solution](#)

1020.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2014-07-06 · last AC: 2014-07-07 · GNU C++0x (first AC) · Tags: binary search, hashing, strings, two pointers

[SteamTurbine's solution](#)

1021.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2014-04-29 · GNU C++ (first AC) · Tags: binary search, implementation, sortings, two pointers

[SteamTurbine's solution](#)

1022.

380D

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: combinatorics, math

[SteamTurbine's solution](#)

1023.

379E

[New Year Tree Decorations](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 2500 · first AC: 2013-12-30 · last AC: 2013-12-30 · GNU C++ (first AC) · Tags: geometry, schedules, sortings

[SteamTurbine's solution](#)

1024.

329D

[The Evil Temple and the Moving Rocks](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 2500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms

[SteamTurbine's solution](#)

1025.

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2013-06-26 · GNU C++ (first AC) · Tags: brute force, data structures, graphs, shortest paths

[SteamTurbine's solution](#)

1026.

317C

[Balance](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2500 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[SteamTurbine's solution](#)

1027.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2013-06-11 · GNU C++ (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[SteamTurbine's solution](#)

1028.

301C

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

Quality: 488 global accepts · Rating: 2500 · first AC: 2013-05-05 · last AC: 2013-05-05 · GNU C++ (first AC) · Tags: constructive algorithms

[SteamTurbine's solution](#)

1029.

264D

[Colorful Stones](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2500 · first AC: 2013-01-25 · GNU C++ (first AC) · Tags: dp, two pointers

[SteamTurbine's solution](#)

1030.

176D

[Hyper String](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2500 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: dp

[SteamTurbine's solution](#)

1031.

152E

[Garden](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2500 · first AC: 2012-02-20 · GNU C++ (first AC) · Tags: bitmasks, dp, graphs, trees

[SteamTurbine's solution](#)

1032.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2012-01-05 · GNU C++ (first AC) · Tags: binary search, graphs, matrices

[SteamTurbine's solution](#)

1033.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2011-07-12 · GNU C++ (first AC) · Tags: dp, dsu, graphs

[SteamTurbine's solution](#)

1034.

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: brute force, implementation

[SteamTurbine's solution](#)

1035.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: data structures, geometry

[SteamTurbine's solution](#)

1036.

89D

[Space mines](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2500 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: geometry

[SteamTurbine's solution](#)

1037.

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2011-05-22 · GNU C++ (first AC) · Tags: dp, string suffix structures, trees

[SteamTurbine's solution](#)

1038.

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 2500 · first AC: 2011-01-14 · GNU C++ (first AC) · Tags: geometry, two pointers

[SteamTurbine's solution](#)

1039.

566B

[Replicating Processes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2600 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[SteamTurbine's solution](#)

1040.

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: dp, graphs

[SteamTurbine's solution](#)

1041.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2014-06-13 · last AC: 2014-06-13 · GNU C++ (first AC) · Tags: data structures, greedy

[SteamTurbine's solution](#)

1042.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2014-05-05 · GNU C++ (first AC) · Tags: data structures, divide and conquer, dp

[SteamTurbine's solution](#)

1043.

420E

[Playing the ball](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2600 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: geometry

[SteamTurbine's solution](#)

1044.

325C

[Monsters and Diamonds](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2600 · first AC: 2013-07-13 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[SteamTurbine's solution](#)

1045.

286D

[Tourists](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2600 · first AC: 2013-03-26 · last AC: 2013-03-26 · GNU C++ (first AC) · Tags: data structures, sortings

[SteamTurbine's solution](#)

1046.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: dp

[SteamTurbine's solution](#)

1047.

248E

[Piglet's Birthday](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2012-11-25 · GNU C++ (first AC) · Tags: dp, math, probabilities

[SteamTurbine's solution](#)

1048.

249C

[Piglet's Birthday](#) · [Tutorial](#)

Rating: 2600 · first AC: 2012-11-25 · GNU C++ (first AC) · Tags: dp, probabilities

[SteamTurbine's solution](#)

1049.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2012-11-02 · GNU C++ (first AC) · Tags: graphs, shortest paths

[SteamTurbine's solution](#)

1050.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2012-10-31 · last AC: 2012-10-31 · GNU C++ (first AC) · Tags: data structures

[SteamTurbine's solution](#)

1051.

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: divide and conquer, dp, expression parsing

[SteamTurbine's solution](#)

1052.

201D

[Brand New Problem](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2012-07-02 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[SteamTurbine's solution](#)

1053.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2012-06-18 · last AC: 2012-06-19 · GNU C++ (first AC) · Tags: dsu, graphs, shortest paths

[SteamTurbine's solution](#)

1054.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2012-04-07 · GNU C++ (first AC) · Tags: data structures, sortings

[SteamTurbine's solution](#)

1055.

504D

[Misha and XOR](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2015-01-13 · last AC: 2015-01-13 · GNU C++ (first AC) · Tags: bitmasks

[SteamTurbine's solution](#)

1056.

113D

[Museum](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2700 · first AC: 2011-09-08 · last AC: 2011-09-08 · GNU C++ (first AC) · Tags: math, matrices, probabilities

[SteamTurbine's solution](#)

1057.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2011-04-03 · GNU C++ (first AC) · Tags: data structures, geometry

[SteamTurbine's solution](#)

1058.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[SteamTurbine's solution](#)

1059.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive

[SteamTurbine's solution](#)

1060.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[SteamTurbine's solution](#)

1061.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2015-11-30 · last AC: 2015-11-30 · GNU C++11 (first AC) · Tags: graphs

[SteamTurbine's solution](#)

1062.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2015-06-27 · last AC: 2015-06-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[SteamTurbine's solution](#)

1063.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2013-03-29 · last AC: 2014-01-14 · GNU C++ (first AC) · Tags: constructive algorithms, fft, math

[SteamTurbine's solution](#)

1064.

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2013-06-23 · last AC: 2013-06-24 · GNU C++ (first AC) · Tags: greedy, hashing, string suffix structures, strings

[SteamTurbine's solution](#)

1065.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, strings, trees
[SteamTurbine's solution](#)

1066.

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: flows
[SteamTurbine's solution](#)

1067.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees
[SteamTurbine's solution](#)

1068.

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: binary search, data structures, string suffix structures
[SteamTurbine's solution](#)

1069.

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2012-10-04 · last AC: 2012-10-04 · GNU C++ (first AC) · Tags: data structures, trees
[SteamTurbine's solution](#)

1070.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2012-03-27 · last AC: 2012-03-27 · GNU C++ (first AC) · Tags: dfs and similar, graphs, math, matrices
[SteamTurbine's solution](#)

1071.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: flows, graph matchings
[SteamTurbine's solution](#)

1072.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees
[SteamTurbine's solution](#)

1073.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2015-08-04 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, trees
[SteamTurbine's solution](#)

1074.

223E

[Planar Graph](#) · [Tutorial](#)

Quality: 208 global accepts · Rating: 3000 · first AC: 2012-09-21 · GNU C++ (first AC) · Tags: flows, geometry, graphs
[SteamTurbine's solution](#)

1075.

212A

[Privatization](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3000 · first AC: 2012-07-21 · last AC: 2012-07-21 · GNU C++ (first AC) · Tags: flows, graphs

[SteamTurbine's solution](#)

1076.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2015-03-02 · last AC: 2015-03-03 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[SteamTurbine's solution](#)

1077.

418E

[Tricky Password](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2014-04-20 · last AC: 2014-04-20 · GNU C++ (first AC) · Tags: data structures

[SteamTurbine's solution](#)

1078.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-04 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[SteamTurbine's solution](#)

1079.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, geometry, math

[SteamTurbine's solution](#)

1080.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, math, number theory

[SteamTurbine's solution](#)

1081.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, strings

[SteamTurbine's solution](#)

1082.

100107G

[Titan Ruins: Stability is a Sign of Stagnation](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1083.

100107I

[Titan Ruins: Inaction Leads to Decay](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1084.

100107K

[Titan Ruins: the Infinite Power of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1085.

100107H

[Titan Ruins: Better Late than Killed](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1086.

100107F

[Titan Ruins: Repeating Success and Failure](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1087.

100107A

[Titan Ruins: Hidden Entrance](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1088.

100236L

[Lexicographically Minimal Poem](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1089.

100236D

[Dreamer Land of Kashan](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1090.

100236K

[Killer Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1091.

100236A

[Arrangement of RGB Balls](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1092.

100216I

[Solid Tilings](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1093.

100216H

[Sand-Glass](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1094.

100216A

[Generalized Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1095.

100216E

[Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1096.

100216F

[Cutting Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · Java 7 (first AC) · Tags: —

[SteamTurbine's solution](#)

1097.

100212C

[Order-Preserving Codes](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-23 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1098.

100212K

[Unfair Contest](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-23 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1099.

100212F

[The Magic Wheel](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-23 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1100.

100212I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-23 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1101.

100212E

[Long Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-23 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1102.

100212D

[More Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-23 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1103.

100212G

[Cracking SSH](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-23 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1104.

100212A

[The Smart Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-23 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1105.

100182C

[Museum Guards](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-02 · last AC: 2013-09-02 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1106.

100182G

[Pool Table](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-02 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1107.

100182A

[Block Game](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-02 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1108.

100182F

[The Ninja Way](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-02 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1109.

100182I

[Mosaic](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-02 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1110.

100182H

[Robot Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-02 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1111.

100182B

[Euclid](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-02 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1112.

100182D

[Knitting](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-02 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1113.

100182E

[Minesweeper](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-02 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)

1114.

100015E

[Empty Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2012-02-01 · last AC: 2012-02-01 · GNU C++ (first AC) · Tags: —

[SteamTurbine's solution](#)