

Unique solved — Swistakk

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4A

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6.

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8.

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9.

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36.

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46.

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231A

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61.

2178B

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88.

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92.

1237A

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98.

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99.

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105.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Swistakk's solution](#)

106.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Swistakk's solution](#)

107.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers

[Swistakk's solution](#)

108.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Swistakk's solution](#)

109.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Swistakk's solution](#)

110.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Swistakk's solution](#)

111.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Swistakk's solution](#)

112.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Swistakk's solution](#)

113.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Swistakk's solution](#)

114.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Swistakk's solution](#)

115.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Swistakk's solution](#)

116.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Swistakk's solution](#)

117.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[Swistakk's solution](#)

118.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Swistakk's solution](#)

119.

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[Swistakk's solution](#)

120.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: implementation

[Swistakk's solution](#)

121.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: implementation

[Swistakk's solution](#)

122.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: greedy, math

[Swistakk's solution](#)

123.

196A

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

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2012-12-03 · GNU C++ (first AC) · Tags: greedy, strings

[Swistakk's solution](#)

124.

245B

[Internet Address](#) · [Tutorial](#)

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

[Swistakk's solution](#)

125.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Swistakk's solution](#)

126.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[Swistakk's solution](#)

127.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Swistakk's solution](#)

128.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Swistakk's solution](#)

129.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy,

implementation, strings

[Swistakk's solution](#)

130.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[Swistakk's solution](#)

131.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Swistakk's solution](#)

132.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Swistakk's solution](#)

133.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Swistakk's solution](#)

134.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Swistakk's solution](#)

135.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[Swistakk's solution](#)

136.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Swistakk's solution](#)

137.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Swistakk's solution](#)

138.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Swistakk's solution](#)

139.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Swistakk's solution](#)

140.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Swistakk's solution](#)

141.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Swistakk's solution](#)

142.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Swistakk's solution](#)

143.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Swistakk's solution](#)

144.

1149A

[Prefix Sum Primes](#) · [Tutorial](#)

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

[Swistakk's solution](#)

145.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,955 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Swistakk's solution](#)

146.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Swistakk's solution](#)

147.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Swistakk's solution](#)

148.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Swistakk's solution](#)

149.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[Swistakk's solution](#)

150.

914B

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

Quality: 9,062 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Swistakk's solution](#)

151.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Swistakk's solution](#)

152.

776B

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

Quality: 25,727 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Swistakk's solution](#)

153.

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Swistakk's solution](#)

154.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Swistakk's solution](#)

155.

708A

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

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

[Swistakk's solution](#)

156.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: greedy, implementation

[Swistakk's solution](#)

157.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[Swistakk's solution](#)

158.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: greedy, sortings

[Swistakk's solution](#)

159.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,049 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Swistakk's solution](#)

160.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,868 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Swistakk's solution](#)

161.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Swistakk's solution](#)

162.

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Swistakk's solution](#)

163.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Swistakk's solution](#)

164.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Swistakk's solution](#)

165.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Swistakk's solution](#)

166.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Swistakk's solution](#)

167.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Swistakk's solution](#)

168.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Swistakk's solution](#)

169.

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Swistakk's solution](#)

170.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[Swistakk's solution](#)

171.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[Swistakk's solution](#)

172.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Swistakk's solution](#)

173.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[Swistakk's solution](#)

174.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
[Swistakk's solution](#)

175.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings
[Swistakk's solution](#)

176.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Swistakk's solution](#)

177.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[Swistakk's solution](#)

178.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[Swistakk's solution](#)

179.

1178C

[Tiles](#) · [Tutorial](#)

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

180.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Swistakk's solution](#)

181.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees
[Swistakk's solution](#)

182.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Swistakk's solution](#)

183.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Swistakk's solution](#)

184.

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Swistakk's solution](#)

185.

626B

[Cards](#) · [Tutorial](#)

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

[Swistakk's solution](#)

186.

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

[Swistakk's solution](#)

187.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Swistakk's solution](#)

188.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[Swistakk's solution](#)

189.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: math

[Swistakk's solution](#)

190.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

191.

471B

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

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: implementation, sortings

[Swistakk's solution](#)

192.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: dfs and similar, trees

[Swistakk's solution](#)

193.

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

[Swistakk's solution](#)

194.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 1300 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation

[Swistakk's solution](#)

195.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,343 global accepts · Rating: 1300 · first AC: 2012-12-13 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers

[Swistakk's solution](#)

196.

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

[Swistakk's solution](#)

197.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-02 · GNU C++ (first AC) · Tags: greedy

[Swistakk's solution](#)

198.

221C

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

Rating: 1300 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: sortings

[Swistakk's solution](#)

199.

221B

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

Quality: 4,909 global accepts · Rating: 1300 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: implementation

[Swistakk's solution](#)

200.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Swistakk's solution](#)

201.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Swistakk's solution](#)

202.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[Swistakk's solution](#)

203.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Swistakk's solution](#)

204.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Swistakk's solution](#)

205.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,056 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Swistakk's solution](#)

206.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Swistakk's solution](#)

207.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Swistakk's solution](#)

208.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Swistakk's solution](#)

209.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

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210.

1863D

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Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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211.

1773E

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Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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212.

1684C

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Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

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213.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and

similar, greedy, implementation

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214.

1468C

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Quality: 10,498 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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215.

1427B

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216.

1375C

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217.

1320A

[Journey Planning](#) · [Tutorial](#)

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218.

1270C

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Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

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219.

1214A

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220.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

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221.

1103A

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

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222.

1097C

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Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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223.

995B

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224.

981C

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225.

866A

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Rating: 1400 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Swistakk's solution](#)

226.

868B

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227.

799B

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Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Swistakk's solution](#)

228.

757B

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Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

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229.

713A

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

[Swistakk's solution](#)

230.

698A

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[Swistakk's solution](#)

231.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[Swistakk's solution](#)

232.

668A

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

Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[Swistakk's solution](#)

233.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math

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234.

538B

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[Swistakk's solution](#)

235.

538A

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Quality: 7,379 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[Swistakk's solution](#)

236.

526B

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237.

150A

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Quality: 8,594 global accepts · Rating: 1400 · first AC: 2015-03-12 · GNU C++0x (first AC) · Tags: games, math, number theory

[Swistakk's solution](#)

238.

513B1

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[Swistakk's solution](#)

239.

516A

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Rating: 1400 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dp, greedy, implementation, math

[Swistakk's solution](#)

240.

475B

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241.

472C

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Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: greedy

[Swistakk's solution](#)

242.

436B

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Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: implementation, math

[Swistakk's solution](#)

243.

438A

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

Rating: 1400 · first AC: 2014-06-01 · GNU C++0x (first AC) · Tags: greedy, sortings

[Swistakk's solution](#)

244.

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-17 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs, implementation

[Swistakk's solution](#)

245.

414B

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246.

335A

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247.

295A

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Quality: 26,007 global accepts · Rating: 1400 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: data structures, implementation
[Swistakk's solution](#)

248.

286A

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[Swistakk's solution](#)

249.

277A

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250.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,586 global accepts · Rating: 1400 · first AC: 2013-02-23 · GNU C++ (first AC) · Tags: implementation, math
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251.

226A

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[Swistakk's solution](#)

252.

245E

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253.

2057C

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Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
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254.

2053C

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Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[Swistakk's solution](#)

255.

1924A

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Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
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256.

1876B

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Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[Swistakk's solution](#)

257.

1817A

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Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Swistakk's solution](#)

258.

1804C

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Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

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259.

1710A

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Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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260.

1630A

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261.

1621B

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Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

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262.

1616C

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Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

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263.

1552B

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Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

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264.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

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265.

1466D

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Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

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266.

1439A1

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Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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267.

1444A

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Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

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268.

1408C

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Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

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269.

1368C

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Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Swistakk's solution](#)

270.

1368B

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Quality: 21,428 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

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271.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

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272.

1338A

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Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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273.

1326D1

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274.

1307C

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Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

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275.

1299A

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276.

1242A

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number theory

[Swistakk's solution](#)

277.

1218F

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Quality: 3,192 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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278.

1209C

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279.

1208B

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Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

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280.

1178D

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Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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281.

1158A

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282.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math

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283.

1012A

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Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings

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284.

1010A

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Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Swistakk's solution](#)

285.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

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286.

901A

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Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

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287.

875B

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288.

868C

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289.

855B

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Quality: 9,945 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

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290.

859C

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Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

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291.

809A

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

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

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292.

744A

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Quality: 9,729 global accepts · Rating: 1500 · first AC: 2017-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Swistakk's solution](#)

293.

790A

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Swistakk's solution](#)

294.

696A

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

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[Swistakk's solution](#)

295.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Swistakk's solution](#)

296.

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

[Swistakk's solution](#)

297.

576A

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

Quality: 15,928 global accepts · Rating: 1500 · first AC: 2015-12-13 · GNU C++11 (first AC) · Tags: math, number theory

[Swistakk's solution](#)

298.

553A

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

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Swistakk's solution](#)

299.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: binary search, data structures, implementation

[Swistakk's solution](#)

300.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, implementation

[Swistakk's solution](#)

301.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: greedy, math

[Swistakk's solution](#)

302.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[Swistakk's solution](#)

303.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: greedy

[Swistakk's solution](#)

304.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: greedy

[Swistakk's solution](#)

305.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, math

[Swistakk's solution](#)

306.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,975 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: dp

[Swistakk's solution](#)

307.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: greedy

[Swistakk's solution](#)

308.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: brute force, sortings

[Swistakk's solution](#)

309.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++0x (first AC) · Tags: constructive algorithms, number theory

[Swistakk's solution](#)

310.

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs

[Swistakk's solution](#)

311.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2014-01-03 · GNU C++0x (first AC) · Tags: data structures, implementation

[Swistakk's solution](#)

312.

356A

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

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

[Swistakk's solution](#)

313.

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

[Swistakk's solution](#)

314.

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

[Swistakk's solution](#)

315.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Swistakk's solution](#)

316.

325A

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

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2013-07-13 · GNU C++ (first AC) · Tags: implementation

[Swistakk's solution](#)

317.

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

[Swistakk's solution](#)

318.

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

[Swistakk's solution](#)

319.

273A

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

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

[Swistakk's solution](#)

320.

256A

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

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

[Swistakk's solution](#)

321.

245D

[Restoring Table](#) · [Tutorial](#)

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

[Swistakk's solution](#)

322.

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

[Swistakk's solution](#)

323.

229A

[Shifts](#) · [Tutorial](#)

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

[Swistakk's solution](#)

324.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[Swistakk's solution](#)

325.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Swistakk's solution](#)

326.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Swistakk's solution](#)

327.

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

[Swistakk's solution](#)

328.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Swistakk's solution](#)

329.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Swistakk's solution](#)

330.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Swistakk's solution](#)

331.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Swistakk's solution](#)

332.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Swistakk's solution](#)

333.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, number theory

[Swistakk's solution](#)

334.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Swistakk's solution](#)

335.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Swistakk's solution](#)

336.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Swistakk's solution](#)

337.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[Swistakk's solution](#)

338.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[Swistakk's solution](#)

339.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings,

trees

[Swistakk's solution](#)

340.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[Swistakk's solution](#)

341.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees

[Swistakk's solution](#)

342.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[Swistakk's solution](#)

343.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Swistakk's solution](#)

344.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

[Swistakk's solution](#)

345.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Swistakk's solution](#)

346.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Swistakk's solution](#)

347.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[Swistakk's solution](#)

348.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Swistakk's solution](#)

349.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[Swistakk's solution](#)

350.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Swistakk's solution](#)

351.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[Swistakk's solution](#)

352.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Swistakk's solution](#)

353.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[Swistakk's solution](#)

354.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,332 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[Swistakk's solution](#)

355.

956B

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

Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[Swistakk's solution](#)

356.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Swistakk's solution](#)

357.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Swistakk's solution](#)

358.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Swistakk's solution](#)

359.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Swistakk's solution](#)

360.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Swistakk's solution](#)

361.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Swistakk's solution](#)

362.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Swistakk's solution](#)

363.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Swistakk's solution](#)

364.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[Swistakk's solution](#)

365.

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[Swistakk's solution](#)

366.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Swistakk's solution](#)

367.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Swistakk's solution](#)

368.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Swistakk's solution](#)

369.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Swistakk's solution](#)

370.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[Swistakk's solution](#)

371.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[Swistakk's solution](#)

372.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Swistakk's solution](#)

373.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[Swistakk's solution](#)

374.

715A

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

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Swistakk's solution](#)

375.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Swistakk's solution](#)

376.

657A

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

Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[Swistakk's solution](#)

377.

626C

[Block Towers](#) · [Tutorial](#)

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

[Swistakk's solution](#)

378.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,662 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: geometry, implementation

[Swistakk's solution](#)

379.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: binary search, dp

[Swistakk's solution](#)

380.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Swistakk's solution](#)

381.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, math

[Swistakk's solution](#)

382.

601A

[The Two Routes](#) · [Tutorial](#)

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

[Swistakk's solution](#)

383.

573B

[Bear and Blocks](#) · [Tutorial](#)

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

[Swistakk's solution](#)

384.

568A

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

Quality: 5,403 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[Swistakk's solution](#)

385.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Swistakk's solution](#)

386.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Swistakk's solution](#)

387.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: brute force, math

[Swistakk's solution](#)

388.

150B

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

Quality: 5,315 global accepts · Rating: 1600 · first AC: 2015-03-12 · GNU C++0x (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Swistakk's solution](#)

389.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2015-03-04 · GNU C++0x (first AC) · Tags: math, number theory

[Swistakk's solution](#)

390.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2015-03-04 · GNU C++0x (first AC) · Tags: greedy

[Swistakk's solution](#)

391.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Swistakk's solution](#)

392.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: brute force

[Swistakk's solution](#)

393.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2014-12-11 · GNU C++0x (first AC) · Tags: combinatorics, math

[Swistakk's solution](#)

394.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: greedy, math, number theory

[Swistakk's solution](#)

395.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: binary search, math, sortings

[Swistakk's solution](#)

396.

477A

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

Rating: 1600 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: math

[Swistakk's solution](#)

397.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: implementation, math

[Swistakk's solution](#)

398.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-09-27 · GNU C++0x (first AC) · Tags: greedy, math

[Swistakk's solution](#)

399.

453A

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

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: probabilities

[Swistakk's solution](#)

400.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-07-13 · GNU C++0x (first AC) · Tags: dp, implementation, two pointers

[Swistakk's solution](#)

401.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: dp

[Swistakk's solution](#)

402.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++0x (first AC) · Tags: dp, implementation

[Swistakk's solution](#)

403.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++0x (first AC) · Tags: brute force, geometry, implementation, math

[Swistakk's solution](#)

404.

380A

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

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2014-01-12 · GNU C++0x (first AC) · Tags: binary search, brute force

[Swistakk's solution](#)

405.

372A

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

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2013-12-31 · GNU C++0x (first AC) · Tags: binary search, greedy, sortings, two pointers

[Swistakk's solution](#)

406.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,052 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++0x (first AC) · Tags: dfs and similar

[Swistakk's solution](#)

407.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++0x (first AC) · Tags: data structures, dp, implementation, sortings

[Swistakk's solution](#)

408.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++0x (first AC) · Tags: math, number theory

[Swistakk's solution](#)

409.

343B

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

Quality: 17,289 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[Swistakk's solution](#)

410.

343A

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

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

[Swistakk's solution](#)

411.

333A

[Secrets](#) · [Tutorial](#)

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

[Swistakk's solution](#)

412.

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-14 · GNU C++ (first AC) · Tags: *special, greedy

[Swistakk's solution](#)

413.

57B

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

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: implementation

[Swistakk's solution](#)

414.

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2013-02-23 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Swistakk's solution](#)

415.

273B

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

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

[Swistakk's solution](#)

416.

269A

[Magical Boxes](#) · [Tutorial](#)

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

[Swistakk's solution](#)

417.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2012-11-05 · GNU C++ (first AC) · Tags: number theory

[Swistakk's solution](#)

418.

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

[Swistakk's solution](#)

419.

231D

[Magic Box](#) · [Tutorial](#)

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

[Swistakk's solution](#)

420.

2201B

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

Quality: 4,952 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Swistakk's solution](#)

421.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Swistakk's solution](#)

422.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Swistakk's solution](#)

423.

2124D

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

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[Swistakk's solution](#)

424.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Swistakk's solution](#)

425.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures,

greedy, math, schedules, sortings

[Swistakk's solution](#)

426.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Swistakk's solution](#)

427.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Swistakk's solution](#)

428.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Swistakk's solution](#)

429.

1984C2

[Magnitude \(Hard Version\)](#) · [Tutorial](#)

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Swistakk's solution](#)

430.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Swistakk's solution](#)

431.

1930C

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

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

[Swistakk's solution](#)

432.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Swistakk's solution](#)

433.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Swistakk's solution](#)

434.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Swistakk's solution](#)

435.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math
[Swistakk's solution](#)

436.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[Swistakk's solution](#)

437.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Swistakk's solution](#)

438.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[Swistakk's solution](#)

439.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Swistakk's solution](#)

440.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, number theory

[Swistakk's solution](#)

441.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Swistakk's solution](#)

442.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,658 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Swistakk's solution](#)

443.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Swistakk's solution](#)

444.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[Swistakk's solution](#)

445.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Swistakk's solution](#)

446.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Swistakk's solution](#)

447.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Swistakk's solution](#)

448.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Swistakk's solution](#)

449.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Swistakk's solution](#)

450.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[Swistakk's solution](#)

451.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Swistakk's solution](#)

452.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Swistakk's solution](#)

453.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[Swistakk's solution](#)

454.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Swistakk's solution](#)

455.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees

[Swistakk's solution](#)

456.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Swistakk's solution](#)

457.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[Swistakk's solution](#)

458.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Swistakk's solution](#)

459.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Swistakk's solution](#)

460.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Swistakk's solution](#)

461.

956C

[Riverside Curio](#) · [Tutorial](#)

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

[Swistakk's solution](#)

462.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Swistakk's solution](#)

463.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Swistakk's solution](#)

464.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[Swistakk's solution](#)

465.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[Swistakk's solution](#)

466.

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Swistakk's solution](#)

467.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Swistakk's solution](#)

468.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Swistakk's solution](#)

469.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Swistakk's solution](#)

470.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math

[Swistakk's solution](#)

471.

756A

[Pavel and barbecue](#) · [Tutorial](#)

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[Swistakk's solution](#)

472.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Swistakk's solution](#)

473.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: dp, implementation, math

[Swistakk's solution](#)

474.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[Swistakk's solution](#)

475.

696B

[Puzzles](#) · [Tutorial](#)

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

[Swistakk's solution](#)

476.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

[Swistakk's solution](#)

477.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures

[Swistakk's solution](#)

478.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: dp, math

[Swistakk's solution](#)

479.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[Swistakk's solution](#)

480.

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

[Swistakk's solution](#)

481.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: geometry, math

[Swistakk's solution](#)

482.

575D

[Tablecity](#) · [Tutorial](#)

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

[Swistakk's solution](#)

483.

559B

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

Quality: 11,673 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[Swistakk's solution](#)

484.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: games, greedy, implementation, math

[Swistakk's solution](#)

485.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2015-02-13 · GNU C++0x (first AC) · Tags: geometry

[Swistakk's solution](#)

486.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2014-12-10 · GNU C++0x (first AC) · Tags: binary search, implementation, math

[Swistakk's solution](#)

487.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,393 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms

[Swistakk's solution](#)

488.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-09-27 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[Swistakk's solution](#)

489.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: binary search, brute force, greedy, math

[Swistakk's solution](#)

490.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · last AC: 2014-08-10 · GNU C++0x (first AC) · Tags: math

[Swistakk's solution](#)

491.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: greedy, math

[Swistakk's solution](#)

492.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-06-19 · GNU C++0x (first AC) · Tags: bitmasks, brute force, implementation

[Swistakk's solution](#)

493.

360A

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

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-10 · GNU C++0x (first AC) · Tags: greedy, implementation

[Swistakk's solution](#)

494.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 1700 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[Swistakk's solution](#)

495.

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

[Swistakk's solution](#)

496.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2013-02-23 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Swistakk's solution](#)

497.

269B

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

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: dp

[Swistakk's solution](#)

498.

245C

[Game with Coins](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 1700 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: greedy

[Swistakk's solution](#)

499.

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

[Swistakk's solution](#)

500.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Swistakk's solution](#)

501.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Swistakk's solution](#)

502.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Swistakk's solution](#)

503.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Swistakk's solution](#)

504.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Swistakk's solution](#)

505.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[Swistakk's solution](#)

506.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Swistakk's solution](#)

507.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Swistakk's solution](#)

508.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Swistakk's solution](#)

509.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Swistakk's solution](#)

510.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Swistakk's solution](#)

511.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Swistakk's solution](#)

512.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[Swistakk's solution](#)

513.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Swistakk's solution](#)

514.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Swistakk's solution](#)

515.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, greedy, implementation, shortest paths

[Swistakk's solution](#)

516.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[Swistakk's solution](#)

517.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Swistakk's solution](#)

518.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Swistakk's solution](#)

519.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[Swistakk's solution](#)

520.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[Swistakk's solution](#)

521.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Swistakk's solution](#)

522.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,935 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

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523.

1338B

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524.

1329A

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Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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525.

1326D2

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526.

1299B

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527.

1286B

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Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

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528.

1286A

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529.

1254B1

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530.

1208C

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531.

1190B

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532.

1148D

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533.

1109B

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534.

1083A

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535.

1010B

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536.

1010C

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Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: number theory

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537.

986B

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538.

983B

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539.

952D

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540.

947C

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[Swistakk's solution](#)

541.

913D

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542.

917A

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Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

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543.

830A

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544.

799C

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Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

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545.

800A

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[Swistakk's solution](#)

546.

800B

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[Swistakk's solution](#)

547.

776C

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548.

768C

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[Swistakk's solution](#)

549.

730A

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[Swistakk's solution](#)

550.

730B

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551.

725D

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552.

700B

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553.

687B

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554.

666A

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Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: dp, implementation, strings
[Swistakk's solution](#)

555.

668B

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Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation
[Swistakk's solution](#)

556.

626D

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557.

623A

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558.

603B

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559.

585A

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560.

575H

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[Swistakk's solution](#)

561.

543A

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[Swistakk's solution](#)

562.

538D

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563.

533E

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564.

142B

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Quality: 2,405 global accepts · Rating: 1800 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

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565.

145B

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566.

527D

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567.

528B

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568.

513B2

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569.

185B

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570.

487A

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571.

482B

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572.

434A

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573.

471D

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574.

452B

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575.

442B

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Quality: 6,110 global accepts · Rating: 1800 · first AC: 2014-06-19 · GNU C++0x (first AC) · Tags: greedy, math, probabilities
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576.

436C

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577.

420B

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Quality: 1,172 global accepts · Rating: 1800 · first AC: 2014-04-25 · GNU C++0x (first AC) · Tags: implementation
[Swistakk's solution](#)

578.

403B

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Rating: 1800 · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: dp, greedy, math, number theory
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579.

333B

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Quality: 2,762 global accepts · Rating: 1800 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: greedy
[Swistakk's solution](#)

580.

325B

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Quality: 1,674 global accepts · Rating: 1800 · first AC: 2013-07-13 · last AC: 2013-07-13 · GNU C++ (first AC) · Tags: binary search, math
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581.

280B

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Quality: 5,251 global accepts · Rating: 1800 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: data structures, implementation, two pointers

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582.

274B

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Quality: 5,571 global accepts · Rating: 1800 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

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583.

238B

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Quality: 1,420 global accepts · Rating: 1800 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: constructive algorithms

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584.

221D

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[Swistakk's solution](#)

585.

2190B2

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586.

2066B

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587.

2053E

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588.

2018B

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589.

1909D

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590.

1887B

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591.

1887A2

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592.

1817B

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593.

1801C

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594.

1773A

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595.

1773K

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596.

1718A2

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597.

1704D

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598.

1656D

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599.

1545B

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600.

1508A

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601.

1483B

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Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

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602.

1479B1

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603.

1477B

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Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

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604.

1470B

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605.

1444B

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606.

1434A

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Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

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607.

1428D

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608.

1375D

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609.

1361B

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610.

1307D

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611.

1270D

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612.

1242B

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Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
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613.

1237C2

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Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings
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614.

1220D

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Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory
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615.

1214D

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Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing
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616.

1208D

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617.

1205B

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Quality: 7,451 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths
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618.

1178E

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619.

1089F

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Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math
[Swistakk's solution](#)

620.

1078A

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Rating: 1900 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math, shortest paths
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621.

1017D

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622.

1012C

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Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

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623.

1012B

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624.

993B

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625.

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626.

949C

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627.

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848B

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630.

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633.

750D

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634.

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635.

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641.

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642.

607B

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553B

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645.

549D

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646.

547B

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647.

536B

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648.

536A

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649.

529E

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650.

512B

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651.

497B

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652.

319B

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653.

321B

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654.

477B

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655.

472D

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459E

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657.

458B

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658.

455B

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659.

452D

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660.

438B

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661.

420C

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662.

418B

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Rating: 1900 · first AC: 2014-04-17 · GNU C++0x (first AC) · Tags: bitmasks, dp, sortings

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663.

367B

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664.

372B

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666.

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343C

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668.

57C

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669.

258B

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670.

223C

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671.

226B

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229C

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673.

213B

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674.

2201C

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675.

2196C2

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676.

2178E

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677.

2096D

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678.

2057D

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679.

2048E

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680.

1984D

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Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

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681.

1951D

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682.

1951E

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683.

1893C

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1804D

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1770D

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1718B

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1641B

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692.

1408D

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696.

1268B

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697.

1237D

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698.

1209G1

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699.

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1214E

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1198C

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1190D

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1083B

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706.

1019B

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707.

1010D

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708.

997B

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709.

855C

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710.

852B

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711.

806B

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712.

776D

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Quality: 6,218 global accepts · Rating: 2000 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

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713.

755D

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714.

730I

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715.

696C

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716.

666B

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717.

668D

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Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures

[Swistakk's solution](#)

718.

633D

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719.

611D

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720.

600D

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578C

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722.

571B

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723.

533B

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724.

526C

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Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math

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725.

513C

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Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: bitmasks, probabilities

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726.

504B

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[Swistakk's solution](#)

727.

317B

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1641C

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828.

1630C

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829.

1616E

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830.

1552F

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831.

1503C

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832.

1505F

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833.

1500B

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834.

1477C

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835.

1470D

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836.

1468H

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837.

1468A

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838.

1428E

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839.

1336C

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840.

1338C

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841.

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842.

1208E

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843.

1178F1

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844.

1158B

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845.

1097D

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846.

1089A

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847.

1034B

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848.

981E

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Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

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849.

906B

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850.

875D

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851.

868D

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852.

855E

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853.

850C

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854.

852F

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Quality: 653 global accepts · Rating: 2200 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

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855.

833B

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Quality: 6,497 global accepts · Rating: 2200 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

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856.

768D

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857.

765E

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858.

756C

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859.

757D

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860.

730D

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861.

730E

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Quality: 772 global accepts · Rating: 2200 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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862.

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679B

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Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

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864.

657B

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Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: math

[Swistakk's solution](#)

865.

650C

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866.

627C

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618D

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Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

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868.

603C

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Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: games, math

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869.

575G

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[Swistakk's solution](#)

870.

575B

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871.

559C

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872.

553C

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873.

549C

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874.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Swistakk's solution](#)

875.

547A

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Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

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876.

538E

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877.

538F

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878.

526D

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879.

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880.

521C

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881.

506B

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[Swistakk's solution](#)

882.

338C

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Rating: 2200 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: brute force, dp, number theory

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883.

477C

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884.

406D

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885.

461C

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Quality: 1,393 global accepts · Rating: 2200 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: data structures, implementation

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886.

453C

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887.

429D

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425B

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889.

403C

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890.

377C

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891.

354E

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893.

274D

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894.

273C

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Rating: 2200 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: graphs, greedy

[Swistakk's solution](#)

895.

256C

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Rating: 2200 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: games

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896.

196C

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Quality: 1,042 global accepts · Rating: 2200 · first AC: 2012-12-05 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

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897.

2187C

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Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

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898.

2124F1

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Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

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899.

2066C

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Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

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900.

2057E1

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901.

2006C

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Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

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902.

1967C

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Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

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903.

1942E

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904.

1799E

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905.

1782E

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Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

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906.

1621E

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907.

1552E

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908.

1534E

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909.

1468M

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910.

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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911.

1408F

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Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

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912.

1396C

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913.

1322C

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Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

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914.

1270E

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Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

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915.

1268C

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916.

1254C

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917.

1198D

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Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

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918.

1190C

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919.

1188B

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920.

1148E

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Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

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921.

995C

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Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

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922.

993E

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Quality: 1,786 global accepts · Rating: 2300 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math

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923.

949D

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Quality: 881 global accepts · Rating: 2300 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Swistakk's solution](#)

924.

901C

[Bipartite Segments](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[Swistakk's solution](#)

925.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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926.

852I

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Quality: 737 global accepts · Rating: 2300 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[Swistakk's solution](#)

927.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[Swistakk's solution](#)

928.

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Swistakk's solution](#)

929.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Swistakk's solution](#)

930.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[Swistakk's solution](#)

931.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[Swistakk's solution](#)

932.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: dp, sortings

[Swistakk's solution](#)

933.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Swistakk's solution](#)

934.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[Swistakk's solution](#)

935.

601C

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

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

[Swistakk's solution](#)

936.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2015-11-09 · GNU C++11 (first AC) · Tags: games

[Swistakk's solution](#)

937.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, two pointers

[Swistakk's solution](#)

938.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2015-10-12 · last AC: 2015-10-12 · GNU C++11 (first AC) · Tags: meet-in-the-middle

[Swistakk's solution](#)

939.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Swistakk's solution](#)

940.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[Swistakk's solution](#)

941.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar,

graphs, greedy

[Swistakk's solution](#)

942.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Swistakk's solution](#)

943.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2015-03-04 · GNU C++0x (first AC) · Tags: graphs, hashing, sortings

[Swistakk's solution](#)

944.

516C

[Brazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures

[Swistakk's solution](#)

945.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: flows, graph matchings

[Swistakk's solution](#)

946.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: dp, games

[Swistakk's solution](#)

947.

487C

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

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2014-11-21 · GNU C++0x (first AC) · Tags: constructive algorithms, math, number theory

[Swistakk's solution](#)

948.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-09-27 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Swistakk's solution](#)

949.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2014-09-27 · GNU C++0x (first AC) · Tags: probabilities

[Swistakk's solution](#)

950.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[Swistakk's solution](#)

951.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: binary search, data structures, hashing

[Swistakk's solution](#)

952.

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2014-04-06 · GNU C++0x (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[Swistakk's solution](#)

953.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: combinatorics, dp

[Swistakk's solution](#)

954.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Swistakk's solution](#)

955.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Swistakk's solution](#)

956.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Swistakk's solution](#)

957.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Swistakk's solution](#)

958.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Swistakk's solution](#)

959.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices

[Swistakk's solution](#)

960.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Swistakk's solution](#)

961.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Swistakk's solution](#)

962.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Swistakk's solution](#)

963.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Swistakk's solution](#)

964.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[Swistakk's solution](#)

965.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Swistakk's solution](#)

966.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Swistakk's solution](#)

967.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Swistakk's solution](#)

968.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Swistakk's solution](#)

969.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · last AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Swistakk's solution](#)

970.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Swistakk's solution](#)

971.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Swistakk's solution](#)

972.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Swistakk's solution](#)

973.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Swistakk's solution](#)

974.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · last AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Swistakk's solution](#)

975.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Swistakk's solution](#)

976.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Swistakk's solution](#)

977.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Swistakk's solution](#)

978.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Swistakk's solution](#)

979.

1218D

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

Quality: 602 global accepts · Rating: 2400 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, graphs

[Swistakk's solution](#)

980.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[Swistakk's solution](#)

981.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[Swistakk's solution](#)

982.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Swistakk's solution](#)

983.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Swistakk's solution](#)

984.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[Swistakk's solution](#)

985.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Swistakk's solution](#)

986.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Swistakk's solution](#)

987.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Swistakk's solution](#)

988.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[Swistakk's solution](#)

989.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · last AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, strings

[Swistakk's solution](#)

990.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Swistakk's solution](#)

991.

913E

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

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[Swistakk's solution](#)

992.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[Swistakk's solution](#)

993.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs
[Swistakk's solution](#)

994.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, probabilities
[Swistakk's solution](#)

995.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers
[Swistakk's solution](#)

996.

815C

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

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees
[Swistakk's solution](#)

997.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2017-03-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[Swistakk's solution](#)

998.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices
[Swistakk's solution](#)

999.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · last AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures
[Swistakk's solution](#)

1000.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[Swistakk's solution](#)

1001.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities
[Swistakk's solution](#)

1002.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation
[Swistakk's solution](#)

1003.

668C

[Little Artem and Random Variable](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: math, probabilities

[Swistakk's solution](#)

1004.

657C

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

Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: sortings, two pointers

[Swistakk's solution](#)

1005.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[Swistakk's solution](#)

1006.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[Swistakk's solution](#)

1007.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: dp

[Swistakk's solution](#)

1008.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Swistakk's solution](#)

1009.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: geometry

[Swistakk's solution](#)

1010.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[Swistakk's solution](#)

1011.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2015-10-12 · Python 2 (first AC) · Tags: number theory

[Swistakk's solution](#)

1012.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Swistakk's solution](#)

1013.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dp, implementation

[Swistakk's solution](#)

1014.

529C

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

Rating: 2400 · first AC: 2015-03-21 · last AC: 2015-03-23 · GNU C++11 (first AC) · Tags: data structures, sortings

[Swistakk's solution](#)

1015.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 2400 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: data structures

[Swistakk's solution](#)

1016.

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2015-03-04 · GNU C++0x (first AC) · Tags: games, math

[Swistakk's solution](#)

1017.

498D

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

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2015-02-13 · last AC: 2015-02-15 · GNU C++0x (first AC) · Tags: data structures, dp, number theory

[Swistakk's solution](#)

1018.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: dp, probabilities, two pointers

[Swistakk's solution](#)

1019.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-01-18 · last AC: 2015-01-19 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Swistakk's solution](#)

1020.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2014-09-27 · GNU C++0x (first AC) · Tags: data structures

[Swistakk's solution](#)

1021.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: bitmasks, combinatorics, dp

[Swistakk's solution](#)

1022.

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-04-17 · GNU C++0x (first AC) · Tags: constructive algorithms, dp, math

[Swistakk's solution](#)

1023.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2014-01-03 · GNU C++0x (first AC) · Tags: bitmasks, dfs and similar

[Swistakk's solution](#)

1024.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2013-12-24 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, trees

[Swistakk's solution](#)

1025.

329C

[Graph Reconstruction](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms

[Swistakk's solution](#)

1026.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[Swistakk's solution](#)

1027.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: data structures

[Swistakk's solution](#)

1028.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: data structures, implementation, math, matrices, number theory

[Swistakk's solution](#)

1029.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2012-09-01 · GNU C++ (first AC) · Tags: data structures, two pointers

[Swistakk's solution](#)

1030.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Swistakk's solution](#)

1031.

2196D

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

Quality: 994 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[Swistakk's solution](#)

1032.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Swistakk's solution](#)

1033.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Swistakk's solution](#)

1034.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Swistakk's solution](#)

1035.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Swistakk's solution](#)

1036.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Swistakk's solution](#)

1037.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Swistakk's solution](#)

1038.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Swistakk's solution](#)

1039.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[Swistakk's solution](#)

1040.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Swistakk's solution](#)

1041.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Swistakk's solution](#)

1042.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Swistakk's solution](#)

1043.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Swistakk's solution](#)

1044.

1505H

[L BREAK into program](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2500 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Swistakk's solution](#)

1045.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Swistakk's solution](#)

1046.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Swistakk's solution](#)

1047.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[Swistakk's solution](#)

1048.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[Swistakk's solution](#)

1049.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Swistakk's solution](#)

1050.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Swistakk's solution](#)

1051.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Swistakk's solution](#)

1052.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Swistakk's solution](#)

1053.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Swistakk's solution](#)

1054.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft

[Swistakk's solution](#)

1055.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
[Swistakk's solution](#)

1056.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs
[Swistakk's solution](#)

1057.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees
[Swistakk's solution](#)

1058.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Swistakk's solution](#)

1059.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[Swistakk's solution](#)

1060.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory
[Swistakk's solution](#)

1061.

1086D

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

Rating: 2500 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[Swistakk's solution](#)

1062.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: interactive
[Swistakk's solution](#)

1063.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math
[Swistakk's solution](#)

1064.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Swistakk's solution](#)

1065.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Swistakk's solution](#)

1066.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Swistakk's solution](#)

1067.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Swistakk's solution](#)

1068.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Swistakk's solution](#)

1069.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Swistakk's solution](#)

1070.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1071.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Swistakk's solution](#)

1072.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[Swistakk's solution](#)

1073.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[Swistakk's solution](#)

1074.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: trees

[Swistakk's solution](#)

1075.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Swistakk's solution](#)

1076.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[Swistakk's solution](#)

1077.

790C

[Bear and Company](#) · [Tutorial](#)

Quality: 2500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Swistakk's solution](#)

1078.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[Swistakk's solution](#)

1079.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Swistakk's solution](#)

1080.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2016-11-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[Swistakk's solution](#)

1081.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[Swistakk's solution](#)

1082.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-29 · last AC: 2016-06-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[Swistakk's solution](#)

1083.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: combinatorics, strings

[Swistakk's solution](#)

1084.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: data structures, geometry

[Swistakk's solution](#)

1085.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-03-17 · last AC: 2015-12-29 · GNU C++0x (first AC) · Tags: bitmasks, brute force, fft

[Swistakk's solution](#)

1086.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: hashing, strings

[Swistakk's solution](#)

1087.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[Swistakk's solution](#)

1088.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2015-11-09 · GNU C++11 (first AC) · Tags: data structures, number theory

[Swistakk's solution](#)

1089.

594B

[Max and Bike](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2500 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: binary search, geometry

[Swistakk's solution](#)

1090.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-22 · last AC: 2015-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Swistakk's solution](#)

1091.

438C

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

Rating: 2500 · first AC: 2014-06-01 · last AC: 2015-05-10 · GNU C++0x (first AC) · Tags: dp, geometry

[Swistakk's solution](#)

1092.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2015-05-09 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[Swistakk's solution](#)

1093.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Swistakk's solution](#)

1094.

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: implementation, math

[Swistakk's solution](#)

1095.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: brute force, data structures

[Swistakk's solution](#)

1096.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: constructive algorithms, number theory

[Swistakk's solution](#)

1097.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2014-03-30 · GNU C++0x (first AC) · Tags: brute force, combinatorics, implementation,

math

[Swistakk's solution](#)

1098.

380D

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2014-01-12 · last AC: 2014-01-14 · GNU C++0x (first AC) · Tags: combinatorics, math

[Swistakk's solution](#)

1099.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Swistakk's solution](#)

1100.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Swistakk's solution](#)

1101.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Swistakk's solution](#)

1102.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[Swistakk's solution](#)

1103.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Swistakk's solution](#)

1104.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[Swistakk's solution](#)

1105.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games

[Swistakk's solution](#)

1106.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[Swistakk's solution](#)

1107.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[Swistakk's solution](#)

1108.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[Swistakk's solution](#)

1109.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Swistakk's solution](#)

1110.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Swistakk's solution](#)

1111.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[Swistakk's solution](#)

1112.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[Swistakk's solution](#)

1113.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, interactive, math

[Swistakk's solution](#)

1114.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[Swistakk's solution](#)

1115.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Swistakk's solution](#)

1116.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Swistakk's solution](#)

1117.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Swistakk's solution](#)

1118.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Swistakk's solution](#)

1119.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Swistakk's solution](#)

1120.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Swistakk's solution](#)

1121.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Swistakk's solution](#)

1122.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[Swistakk's solution](#)

1123.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[Swistakk's solution](#)

1124.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[Swistakk's solution](#)

1125.

763C

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

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[Swistakk's solution](#)

1126.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · last AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Swistakk's solution](#)

1127.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[Swistakk's solution](#)

1128.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Swistakk's solution](#)

1129.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Swistakk's solution](#)

1130.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

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1131.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

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1132.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: data structures, trees

[Swistakk's solution](#)

1133.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Swistakk's solution](#)

1134.

142D

[Help Shrek and Donkey 2](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: games

[Swistakk's solution](#)

1135.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-03-17 · last AC: 2015-03-17 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs

[Swistakk's solution](#)

1136.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[Swistakk's solution](#)

1137.

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: math, number theory

[Swistakk's solution](#)

1138.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: dp, probabilities

[Swistakk's solution](#)

1139.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2014-12-10 · GNU C++0x (first AC) · Tags: data structures, divide and conquer, dp

[Swistakk's solution](#)

1140.

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: bitmasks, dp, probabilities

[Swistakk's solution](#)

1141.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2014-06-20 · GNU C++0x (first AC) · Tags: data structures, trees

[Swistakk's solution](#)

1142.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: data structures, greedy

[Swistakk's solution](#)

1143.

420E

[Playing the ball](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2600 · first AC: 2014-04-25 · last AC: 2014-04-25 · GNU C++0x (first AC) · Tags: geometry

[Swistakk's solution](#)

1144.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2013-12-31 · GNU C++0x (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Swistakk's solution](#)

1145.

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2600 · first AC: 2013-11-10 · GNU C++0x (first AC) · Tags: number theory

[Swistakk's solution](#)

1146.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2012-12-04 · GNU C++ (first AC) · Tags: dsu, graphs, shortest paths

[Swistakk's solution](#)

1147.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[Swistakk's solution](#)

1148.

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Swistakk's solution](#)

1149.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Swistakk's solution](#)

1150.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Swistakk's solution](#)

1151.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[Swistakk's solution](#)

1152.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Swistakk's solution](#)

1153.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Swistakk's solution](#)

1154.

1621F

[Strange Instructions](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Swistakk's solution](#)

1155.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, number theory

[Swistakk's solution](#)

1156.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Swistakk's solution](#)

1157.

1408G

[Clusterization Counting](#) · [Tutorial](#)

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Swistakk's solution](#)

1158.

249D

[Donkey and Stars](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2012-12-02 · last AC: 2020-05-13 · GNU C++ (first AC) · Tags: data structures, dp, geometry, math, sortings

[Swistakk's solution](#)

1159.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[Swistakk's solution](#)

1160.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Swistakk's solution](#)

1161.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Swistakk's solution](#)

1162.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[Swistakk's solution](#)

1163.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Swistakk's solution](#)

1164.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Swistakk's solution](#)

1165.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Swistakk's solution](#)

1166.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[Swistakk's solution](#)

1167.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs

[Swistakk's solution](#)

1168.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Swistakk's solution](#)

1169.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar,

graphs, math

[Swistakk's solution](#)

1170.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, matrices

[Swistakk's solution](#)

1171.

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Swistakk's solution](#)

1172.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, sortings

[Swistakk's solution](#)

1173.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[Swistakk's solution](#)

1174.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[Swistakk's solution](#)

1175.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Swistakk's solution](#)

1176.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Swistakk's solution](#)

1177.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Swistakk's solution](#)

1178.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Swistakk's solution](#)

1179.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[Swistakk's solution](#)

1180.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, trees

[Swistakk's solution](#)

1181.

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Swistakk's solution](#)

1182.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Swistakk's solution](#)

1183.

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Swistakk's solution](#)

1184.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[Swistakk's solution](#)

1185.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[Swistakk's solution](#)

1186.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2015-12-13 · GNU C++11 (first AC) · Tags: dp, matrices

[Swistakk's solution](#)

1187.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[Swistakk's solution](#)

1188.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: dp, greedy

[Swistakk's solution](#)

1189.

529A

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Rating: 2700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[Swistakk's solution](#)

1190.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: flows

[Swistakk's solution](#)

1191.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2015-02-13 · GNU C++0x (first AC) · Tags: dp, matrices

[Swistakk's solution](#)

1192.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2014-12-18 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, dp, trees

[Swistakk's solution](#)

1193.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2014-11-21 · GNU C++0x (first AC) · Tags: data structures

[Swistakk's solution](#)

1194.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: combinatorics, dp, trees

[Swistakk's solution](#)

1195.

477D

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

Quality: 593 global accepts · Rating: 2700 · first AC: 2014-10-12 · last AC: 2014-10-12 · GNU C++0x (first AC) · Tags: dp, strings

[Swistakk's solution](#)

1196.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: dfs and similar

[Swistakk's solution](#)

1197.

472F

[Design Tutorial: Change the Goal](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2700 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: constructive algorithms, math, matrices

[Swistakk's solution](#)

1198.

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2014-09-27 · GNU C++0x (first AC) · Tags: binary search, dsu, trees

[Swistakk's solution](#)

1199.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: data structures

[Swistakk's solution](#)

1200.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2014-07-27 · last AC: 2014-07-27 · GNU C++0x (first AC) · Tags: data structures, divide and conquer, hashing

[Swistakk's solution](#)

1201.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2014-01-03 · last AC: 2014-02-06 · GNU C++0x (first AC) · Tags: combinatorics, dp

[Swistakk's solution](#)

1202.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Swistakk's solution](#)

1203.

2048G

[Kevin and Matrices](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Swistakk's solution](#)

1204.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Swistakk's solution](#)

1205.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Swistakk's solution](#)

1206.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[Swistakk's solution](#)

1207.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[Swistakk's solution](#)

1208.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Swistakk's solution](#)

1209.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[Swistakk's solution](#)

1210.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[Swistakk's solution](#)

1211.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Swistakk's solution](#)

1212.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Swistakk's solution](#)**1213.**

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Swistakk's solution](#)**1214.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Swistakk's solution](#)**1215.**

1218A

[BubbleReactor](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 2800 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Swistakk's solution](#)**1216.**

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Swistakk's solution](#)**1217.**

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Swistakk's solution](#)**1218.**

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Swistakk's solution](#)**1219.**

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[Swistakk's solution](#)**1220.**

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities

[Swistakk's solution](#)**1221.**

859F

[Ordering T-Shirts](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 2800 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Swistakk's solution](#)**1222.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[Swistakk's solution](#)

1223.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[Swistakk's solution](#)

1224.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Swistakk's solution](#)

1225.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[Swistakk's solution](#)

1226.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Swistakk's solution](#)

1227.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[Swistakk's solution](#)

1228.

657D

[Bear and Paradox](#) · [Tutorial](#)

Rating: 2800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: binary search, math, sortings

[Swistakk's solution](#)

1229.

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Swistakk's solution](#)

1230.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, geometry, probabilities

[Swistakk's solution](#)

1231.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2015-03-08 · last AC: 2015-03-08 · GNU C++0x (first AC) · Tags: flows

[Swistakk's solution](#)

1232.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2015-03-04 · last AC: 2015-03-04 · GNU C++0x (first AC) · Tags: greedy

[Swistakk's solution](#)

1233.

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Swistakk's solution](#)

1234.

406E

[Hamming Triples](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 2800 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: implementation, math, two pointers

[Swistakk's solution](#)

1235.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2014-01-03 · GNU C++0x (first AC) · Tags: constructive algorithms, fft, math

[Swistakk's solution](#)

1236.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2014-01-03 · GNU C++0x (first AC) · Tags: graphs, greedy, shortest paths

[Swistakk's solution](#)

1237.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2013-12-30 · GNU C++0x (first AC) · Tags: dp, geometry

[Swistakk's solution](#)

1238.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2013-07-13 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[Swistakk's solution](#)

1239.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, number theory, strings

[Swistakk's solution](#)

1240.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[Swistakk's solution](#)

1241.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Swistakk's solution](#)

1242.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, math

[Swistakk's solution](#)

1243.

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Swistakk's solution](#)

1244.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Swistakk's solution](#)

1245.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices

[Swistakk's solution](#)

1246.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[Swistakk's solution](#)

1247.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Swistakk's solution](#)

1248.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[Swistakk's solution](#)

1249.

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Swistakk's solution](#)

1250.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, probabilities

[Swistakk's solution](#)

1251.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[Swistakk's solution](#)

1252.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Swistakk's solution](#)

1253.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Swistakk's solution](#)

1254.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Swistakk's solution](#)

1255.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, trees

[Swistakk's solution](#)

1256.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[Swistakk's solution](#)

1257.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[Swistakk's solution](#)

1258.

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, flows, graphs

[Swistakk's solution](#)

1259.

815E

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

Quality: 249 global accepts · Rating: 2900 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation

[Swistakk's solution](#)

1260.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Swistakk's solution](#)

1261.

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities

[Swistakk's solution](#)

1262.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2015-12-26 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Swistakk's solution](#)

1263.

603D

[Ruminations on Ruminants](#) · [Tutorial](#)

Quality: 361 global accepts · Rating: 2900 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: geometry, math

[Swistakk's solution](#)

1264.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: dp, trees

[Swistakk's solution](#)

1265.

497D

[Gears](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2900 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: brute force, geometry, math

[Swistakk's solution](#)

1266.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2014-12-10 · GNU C++0x (first AC) · Tags: dp, greedy, math

[Swistakk's solution](#)

1267.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2014-12-03 · last AC: 2014-12-04 · GNU C++0x (first AC) · Tags: chinese remainder theorem, math, number theory

[Swistakk's solution](#)

1268.

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2014-01-01 · GNU C++0x (first AC) · Tags: brute force, math, matrices

[Swistakk's solution](#)

1269.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Swistakk's solution](#)

1270.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Swistakk's solution](#)

1271.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[Swistakk's solution](#)

1272.

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3000 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Swistakk's solution](#)

1273.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[Swistakk's solution](#)

1274.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[Swistakk's solution](#)

1275.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[Swistakk's solution](#)

1276.

1218B

[Guarding warehouses](#) · [Tutorial](#)

Quality: 95 global accepts · Rating: 3000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[Swistakk's solution](#)

1277.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy

[Swistakk's solution](#)

1278.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[Swistakk's solution](#)

1279.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, interactive

[Swistakk's solution](#)

1280.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2018-08-11 · last AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Swistakk's solution](#)

1281.

859G

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

Quality: 189 global accepts · Rating: 3000 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Swistakk's solution](#)

1282.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2016-02-14 · last AC: 2016-03-13 · GNU C++11 (first AC) · Tags: constructive algorithms, two pointers

[Swistakk's solution](#)

1283.

372E

[Drawing Circles is Fun](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2014-01-01 · GNU C++0x (first AC) · Tags: combinatorics, geometry

[Swistakk's solution](#)

1284.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[Swistakk's solution](#)

1285.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Swistakk's solution](#)

1286.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[Swistakk's solution](#)

1287.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[Swistakk's solution](#)

1288.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft

[Swistakk's solution](#)

1289.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Swistakk's solution](#)

1290.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths

[Swistakk's solution](#)

1291.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices, probabilities

[Swistakk's solution](#)

1292.

1089D

[Distance Sum](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3100 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Swistakk's solution](#)

1293.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[Swistakk's solution](#)

1294.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[Swistakk's solution](#)

1295.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: constructive algorithms

[Swistakk's solution](#)

1296.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2016-08-24 · last AC: 2016-08-24 · GNU C++11 (first AC) · Tags: dp, math

[Swistakk's solution](#)

1297.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: flows, greedy

[Swistakk's solution](#)

1298.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2016-07-26 · D (first AC) · Tags: data structures, greedy

[Swistakk's solution](#)

1299.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2016-02-13 · last AC: 2016-02-13 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[Swistakk's solution](#)

1300.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2015-05-17 · last AC: 2015-05-18 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[Swistakk's solution](#)

1301.

388E

[Fox and Meteor Shower](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3100 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: geometry

[Swistakk's solution](#)

1302.

1782G

[Diverse Coloring](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[Swistakk's solution](#)

1303.

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2019-02-16 · last AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Swistakk's solution](#)

1304.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[Swistakk's solution](#)

1305.

1510H

[Hard Optimization](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3200 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Swistakk's solution](#)

1306.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, interactive

[Swistakk's solution](#)

1307.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[Swistakk's solution](#)

1308.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, graphs, trees

[Swistakk's solution](#)

1309.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[Swistakk's solution](#)

1310.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Swistakk's solution](#)

1311.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Swistakk's solution](#)

1312.

1089J

[JS Minification](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3200 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Swistakk's solution](#)

1313.

913G

[Power Substring](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3200 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Swistakk's solution](#)

1314.

744D

[Hongcow Draws a Circle](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3200 · first AC: 2017-03-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Swistakk's solution](#)

1315.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2014-12-14 · last AC: 2014-12-14 · GNU C++0x (first AC) · Tags: data structures, games

[Swistakk's solution](#)

1316.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[Swistakk's solution](#)

1317.

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, geometry

[Swistakk's solution](#)

1318.

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Swistakk's solution](#)

1319.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory

[Swistakk's solution](#)

1320.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Swistakk's solution](#)

1321.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[Swistakk's solution](#)

1322.

866F

[Egg Roulette](#) · [Tutorial](#)

Rating: 3300 · first AC: 2017-10-31 · last AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, meet-in-the-middle

[Swistakk's solution](#)

1323.

855G

[Harry Vs Voldemort](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Swistakk's solution](#)

1324.

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2015-12-23 · last AC: 2015-12-24 · GNU C++11 (first AC) · Tags: binary search, geometry

[Swistakk's solution](#)

1325.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: binary search, data structures

[Swistakk's solution](#)

1326.

1773C

[Cactus Meets Torus](#) · [Tutorial](#)

Quality: 41 global accepts · Rating: 3500 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1327.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Swistakk's solution](#)

1328.

2222D

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

Quality: 3,182 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[Swistakk's solution](#)

1329.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,267 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Swistakk's solution](#)

1330.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Swistakk's solution](#)

1331.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,980 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Swistakk's solution](#)

1332.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[Swistakk's solution](#)

1333.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[Swistakk's solution](#)

1334.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,207 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Swistakk's solution](#)

1335.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Swistakk's solution](#)

1336.

104337A

[Prime Magic](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Swistakk's solution](#)

1337.

104337E

[Inverse Counting Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1338.

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1339.

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1340.

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1341.

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1342.

104337H

[Binary Crazyiness](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1343.

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1344.

104337M

[Different Billing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1345.

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1346.

104373H

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

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1347.

104373I

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

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1348.

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1349.

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1350.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1351.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1352.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1353.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1354.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1355.

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1356.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1357.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1358.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1359.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1360.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1361.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1362.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1363.

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1364.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1365.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1366.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1367.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1368.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1369.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1370.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1371.

104128I

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

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1372.

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · last AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1373.

104114J

[Joyful Death](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1374.

104114I

[Inadequate Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1375.

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1376.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1377.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1378.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1379.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1380.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1381.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1382.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1383.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1384.

104011I

[Imprecise Permutation Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · last AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1385.

104011F

[First to Solve](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1386.

104011G

[Grand Center](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1387.

104011J

[Journey in Fog](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1388.

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1389.

104011N

[New White-Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1390.

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1391.

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1392.

104011E

[Extreme Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1393.

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1394.

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1395.

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1396.

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1397.

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1398.

104076H

[Set of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1399.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · last AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1400.

104076B

[Torch](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1401.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1402.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1403.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1404.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1405.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1406.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1407.

104013K

[Keys and Locks Boolean Logic](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1408.

104013J

[Joint Password Storage](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Swistakk's solution](#)

1409.

104013G

[Grammar Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1410.

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1411.

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1412.

104013H

[Heroes of Coin Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1413.

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1414.

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1415.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1416.

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1417.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1418.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1419.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1420.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1421.

104053G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1422.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1423.

104053D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1424.

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1425.

104053K

[Middle Point Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1426.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1427.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1428.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1429.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1430.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1431.

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · last AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1432.

103855B

[Distance Optimizing Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1433.

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1434.

103855C

[UCP-Clustering](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1435.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1436.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1437.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1438.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1439.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1440.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1441.

103428K

[Tiny Stars](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1442.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1443.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1444.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1445.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1446.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1447.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1448.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1449.

102511K

[Traffic Blights](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1450.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1451.

102511B

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

Rating: — · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1452.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1453.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1454.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1455.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1456.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1457.

102835D

[Quality Monitoring](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1458.

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1459.

102835G

[Graph Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1460.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1461.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1462.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1463.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1464.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1465.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1466.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1467.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1468.

102822E

[Escape from the Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1469.

102822B

[Building Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1470.

102822H

[Hide and Seek](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1471.

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1472.

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1473.

102822K

[Knowledge is Power](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1474.

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1475.

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1476.

102801E

[Liner vectors](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1477.

102896N

[New Flat](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1478.

102896F

[Find a Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1479.

102896J

[Jumping Cat](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1480.

102896I

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

Rating: — · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Swistakk's solution](#)

1481.

102896G

[Geometrical Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1482.

1028960

[Optimum Server Location](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Swistakk's solution](#)

1483.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Swistakk's solution](#)

1484.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Swistakk's solution](#)

1485.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1486.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Swistakk's solution](#)

1487.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Swistakk's solution](#)

1488.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Swistakk's solution](#)

1489.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Swistakk's solution](#)

1490.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Swistakk's solution](#)

1491.

102638C

[Anime](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Swistakk's solution](#)

1492.

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, strings

[Swistakk's solution](#)

1493.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, geometry, implementation

[Swistakk's solution](#)

1494.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[Swistakk's solution](#)

1495.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[Swistakk's solution](#)

1496.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Swistakk's solution](#)

1497.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Swistakk's solution](#)

1498.

1302A

[Nash equilibrium](#) · [Tutorial](#)

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

[Swistakk's solution](#)

1499.

1302C

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

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

[Swistakk's solution](#)

1500.

1145C

[Mystery Circuit](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Swistakk's solution](#)

1501.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,266 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Swistakk's solution](#)

1502.

101368A

[Battle](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Swistakk's solution](#)

1503.

101368J

[XYZX 2009](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Swistakk's solution](#)

1504.

101368F

[Rebus](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Swistakk's solution](#)

1505.

101368C

[Control function](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Swistakk's solution](#)

1506.

101368B

[Beatiful graph](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Swistakk's solution](#)

1507.

undefined544

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

Rating: — · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Swistakk's solution](#)

1508.

101793B

[Pen spinning accident](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1509.

101620E

[Embedding Enumeration](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1510.

101620D

[Donut Drone](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1511.

101620I

[Intrinsic Interval](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1512.

101620B

[Buffalo Barricades](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1513.

101620L

[Lunar Landscape](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1514.

101620K

[Kitchen Knobs](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1515.

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1516.

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1517.

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1518.

101620A

[Assignment Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1519.

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1520.

101650D

[Deciphering](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1521.

101650A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1522.

101650I

[Ideal Frame](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1523.

101650F

[Feng Shui](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1524.

101650K

[Kennings](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1525.

101650J

[Japanese Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1526.

101650B

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1527.

101650H

[Halloween holidays](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1528.

101650G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1529.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1530.

101669F

[Binary Transformations](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1531.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1532.

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1533.

101669E

[Looping Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1534.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1535.

101669L

[Divide and Conquer](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1536.

100609K

[Kids Like Cakes](#) · [Tutorial](#)

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

[Swistakk's solution](#)

1537.

100609I

[Immediate Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[Swistakk's solution](#)

1538.

100609C

[Cube Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[Swistakk's solution](#)

1539.

100609G

[Galaxy Interconnection](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[Swistakk's solution](#)

1540.

100609H

[High security](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[Swistakk's solution](#)

1541.

100609B

[Black Square](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[Swistakk's solution](#)

1542.

100609D

[Dice](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[Swistakk's solution](#)

1543.

100609F

[Flat](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[Swistakk's solution](#)

1544.

100609J

[John's Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[Swistakk's solution](#)

1545.

100609A

[Automated Telephone Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[Swistakk's solution](#)

1546.

100342B

[Car Wash](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[Swistakk's solution](#)

1547.

100342F

[Move to Front](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[Swistakk's solution](#)

1548.

100342I

[Travel Agency](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1549.

100342C

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

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1550.

100342H

[Hard Test](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1551.

100342D

[Dinner Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-07 · Python 3 (first AC) · Tags: —

[Swistakk's solution](#)

1552.

100342E

[Minima](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1553.

100342J

[Triatrip](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1554.

101372A

[Spreadsheets](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1555.

101372B

[Mortal Combat](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1556.

101372C

[A Bit Palindromic Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1557.

101372D

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

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1558.

101372E

[Nice Report](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1559.

100965H

[Simple problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1560.

100965J

[Squares](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · Python 3 (first AC) · Tags: —

[Swistakk's solution](#)

1561.

100965C

[System](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1562.

100965E

[Balance](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1563.

100965K

[Language](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1564.

100965G

[Greetings, Belarus](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1565.

100965F

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Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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1566.

100965D

[Invisible points](#) · [Tutorial](#)

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1567.

100965I

[Prime](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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1568.

100965A

[Alpinism](#) · [Tutorial](#)

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1569.

100965B

[Cards](#) · [Tutorial](#)

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1570.

101156F

[Polyomino Packing](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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1571.

101156D

[K-th sequence](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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1572.

101156K

[Seven-segment Display](#) · [Tutorial](#)

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1573.

101156H

[Vucluscr and Mouse](#) · [Tutorial](#)

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1574.

101156I

[Fleet Vulnerability](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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1575.

101156N

[Cut Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1576.

101156G

[Non-Attacking Queens](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · Python 2 (first AC) · Tags: —

[Swistakk's solution](#)

1577.

101156C

[Gary](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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1578.

101156J

[Exclusive OR](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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1579.

101156B

[Fill the Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1580.

101156E

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

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1581.

101156L

[Super 2048](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1582.

101161K

[Expected Number of Connected Components](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1583.

101161A

[WSI Extreme](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

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1584.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1585.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1586.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1587.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1588.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1589.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1590.

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

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1591.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1592.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1593.

101158J

[Cover the Polygon with Your Disk](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · last AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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1594.

101158H

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Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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1595.

101158F

[Three Kingdoms of Bourdelot](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1596.

101158K

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

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1597.

101158I

[Skinny Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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1598.

101158E

[Infallibly Crack Perplexing Cryptarithm](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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1599.

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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1600.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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1601.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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1602.

101158C

[Distribution Center](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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1603.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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1604.

101194J

[Mr.Panda and TubeMaster](#) · [Tutorial](#)

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1605.

101194K

[Justice Rains From Above](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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1606.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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1607.

101194I

[Cherry Pick](#) · [Tutorial](#)

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1608.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1609.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · Python 3 (first AC) · Tags: —

[Swistakk's solution](#)

1610.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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1611.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

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1612.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1613.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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1614.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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1615.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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1616.

101170G

[Gotta Nudge 'Em All](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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1617.

101170D

[Driving in Optimistan](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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1618.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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1619.

101170K

[Kiwi Trees](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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1620.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1621.

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1622.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1623.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1624.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1625.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1626.

101170E

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

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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1627.

101164J

[Marathon](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1628.

101164I

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1629.

101164C

[Castle](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1630.

101164H

[Pub crawl](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1631.

101164G

[Pokemons](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · FPC (first AC) · Tags: —

[Swistakk's solution](#)

1632.

101164A

[Three Squares](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1633.

101164D

[Reading Digits](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1634.

101164F

[Letters](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

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1635.

100343D

[Night Watch](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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1636.

100343E

[Convex Permutominoes](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
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1637.

100343A

[Kingdom Division](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
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1638.

100343J

[Wheels within Wheels](#) · [Tutorial](#)

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1639.

100343B

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1640.

100343F

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1641.

100343H

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1642.

100343C

[Late Again](#) · [Tutorial](#)

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1643.

100343I

[Video on Demand](#) · [Tutorial](#)

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1644.

101142H

[Hard Cuts](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
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1645.

101142E

[Easy Reading](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[Swistakk's solution](#)

1646.

101142D

[Digital Addition](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[Swistakk's solution](#)

1647.

101142B

[Boys and Girls](#) · [Tutorial](#)

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1648.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[Swistakk's solution](#)

1649.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
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1650.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
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1651.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
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1652.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
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1653.

101142F

[Folding](#) · [Tutorial](#)

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1654.

101142A

[Anniversary Cake](#) · [Tutorial](#)

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1655.

101137D

[Demolition Time](#) · [Tutorial](#)

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1656.

101137I

[Interesting Interactive Idea](#) · [Tutorial](#)

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1657.

101137E

[Economy Printing](#) · [Tutorial](#)

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1658.

101137K

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

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1659.

101137F

[Format](#) · [Tutorial](#)

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1660.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

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1661.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

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1662.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

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1663.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

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1664.

100520H

[Hide-and-Seek](#) · [Tutorial](#)

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1665.

100520E

[Elegant Scheduling](#) · [Tutorial](#)

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1666.

100345J

[Zen Garden](#) · [Tutorial](#)

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1667.

100345C

[Electricity 2](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1668.

100345I

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

Rating: — · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1669.

100345A

[BibTeX](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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1670.

100345H

[Settling the Universe Up](#) · [Tutorial](#)

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[Swistakk's solution](#)

1671.

100345D

[Currency Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1672.

100345E

[New Mayors](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1673.

100345G

[Pulp Fiction](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1674.

100345F

[Sqrt Nim](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Swistakk's solution](#)

1675.

100345B

[Signed Derangements](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · Python 2 (first AC) · Tags: —

[Swistakk's solution](#)

1676.

100520J

[Japanese Origami](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1677.

100520C

[Catalian Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1678.

100520G

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Rating: — · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: —

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1679.

100520K

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1680.

100520B

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[Swistakk's solution](#)

1681.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1682.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1683.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1684.

101010C

[Name Generator](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-29 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1685.

101010B

[Gregory and Bank](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-29 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1686.

101010A

[Peter and Textbook](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-29 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1687.

101010E

[Bridge testing](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-29 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1688.

100917M

[Matrix, The](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1689.

100917E

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

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1690.

100917H

[Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1691.

100917J

[Judgement](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1692.

100917I

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

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1693.

100917F

[Find the Length](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1694.

100917L

[Liesbeth and the String](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1695.

100917A

[Abstract Picture](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1696.

100917D

[dir -C](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1697.

100917C

[Constant Ratio](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1698.

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1699.

100851C

[Cactus Jubilee](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1700.

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1701.

100851D

[Distance on Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1702.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1703.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1704.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1705.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1706.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1707.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1708.

100153I

[Shepherd's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-22 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1709.

100153H

[School of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-22 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1710.

100153F

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

Rating: — · first AC: 2015-12-22 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1711.

100153J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-22 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1712.

100153C

[Dowry](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-22 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1713.

100153B

[Discount](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-22 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1714.

100153E

[Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-22 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1715.

100153A

[War Academy](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-22 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1716.

100153G

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

Rating: — · first AC: 2015-12-22 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1717.

100153D

[Minimal Cut Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-22 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1718.

100243I

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

Rating: — · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1719.

100243J

[Separable Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-15 · Python 3 (first AC) · Tags: —

[Swistakk's solution](#)

1720.

100243C

[Colorful Cycle Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1721.

100243F

[Locally Linked Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1722.

100243A

[Circular Roads](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1723.

100243D

[Delta, Kappa, Lambda](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1724.

100243H

[Move to Front](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1725.

100243G

[Magicand Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-15 · Python 3 (first AC) · Tags: —

[Swistakk's solution](#)

1726.

100243B

[Coffin Factory](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1727.

100837C

[Dig or Climb](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1728.

100837G

[Dendrograms](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1729.

100837E

[Optimal Rest](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1730.

100837D

[Rotation Estimation](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1731.

100837F

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

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1732.

100837B

[Headstrong Student](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1733.

100837A

[Everlasting...?](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1734.

100287F

[Fool's Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1735.

100287E

[Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1736.

100287A

[ASCII Art](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1737.

100287C

[Cellular Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1738.

100287B

[Billing Tables](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1739.

100287I

[Interconnect](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1740.

100287H

[Hard Life](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1741.

100287G

[Graveyard](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1742.

100287K

[Kickdown](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1743.

100287J

[Java vs C++](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1744.

100803J

[Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · last AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1745.

100803H

[Cornering at Poles](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1746.

100803I

[Sweet War](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1747.

100803E

[Automotive Navigation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1748.

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1749.

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1750.

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1751.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1752.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1753.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1754.

100801K

[Kingdom Trip](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1755.

100801I

[Insider's Information](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1756.

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1757.

100801F

[Fygon](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1758.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1759.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1760.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1761.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1762.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1763.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1764.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1765.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1766.

100363I

[Railroad Simulator](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1767.

100363H

[Expected Number of Points](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1768.

100363D

[Cyclic Index](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1769.

100363G

[Nim for Three](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1770.

100363C

[Center of the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1771.

100363B

[Busy Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1772.

100363F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1773.

100363A

[Aviation Reform](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1774.

100363E

[New Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1775.

100363J

[Subtrees](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1776.

100792B

[Banana Brain's Bracelet](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1777.

100792F

[Flow Management](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1778.

100792J

[Jealousy](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1779.

100792L

[Locomotive](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1780.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1781.

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1782.

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1783.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1784.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1785.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1786.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1787.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1788.

100417A

[12:30PM](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · last AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1789.

100417E

[Strange Digits](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1790.

100417I

[Roof Skeleton](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1791.

100417H

[Robots' Art](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1792.

100417C

[Spending Budget](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1793.

100417G

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1794.

100417F

[Graph Factorization](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1795.

100623G

[Ground Works](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1796.

100623J

[Just Too Lucky](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1797.

100623I

[Important Wires](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1798.

100623A

[Access Control Lists](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1799.

100623B

[Billboard](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1800.

100623E

[Enchanted Mirror](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1801.

100623K

[Key to Success](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1802.

100623F

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1803.

100623C

[Class](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1804.

100623H

[Holes](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1805.

100623D

[Deposits](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1806.

100608A

[Ambitious Plan](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1807.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1808.

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1809.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1810.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1811.

100608J

[Jinxiety of a Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1812.

100357G

[The Most Relevant Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1813.

100357I

[No Term Repetition Exactly One Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1814.

100357E

[Yet Another Game with Words](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1815.

100357K

[Parse Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1816.

100357B

[Chip Reconstruction](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1817.

100357H

[Straight or Flush](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1818.

100357F

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1819.

100357D

[Discussions](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-14 · Python 3 (first AC) · Tags: —

[Swistakk's solution](#)

1820.

100357A

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1821.

100402C

[Nothing on TV](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1822.

100402I

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

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1823.

100402J

[Wikipedia](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1824.

100402K

[XOR](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1825.

100402B

[Minimal Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1826.

100402E

[Points and Lines](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1827.

100402D

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

Rating: — · first AC: 2015-04-30 · Python 3 (first AC) · Tags: —

[Swistakk's solution](#)

1828.

100402G

[Inverse Range Minimum Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1829.

100402F

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

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1830.

100402A

[Graph Theory](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1831.

100496G

[Genome Research](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-20 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1832.

100496I

[Immetric Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-20 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1833.

100496E

[Eating Chocolate Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-20 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1834.

100496J

[Jealous Robots](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-20 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1835.

100496D

[Data Mining](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-20 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1836.

100496H

[House of Representatives](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-20 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1837.

100496A

[Avangard Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-20 · GNU C++11 (first AC) · Tags: —

[Swistakk's solution](#)

1838.

100534K

[Censorship!](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-15 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1839.

100534E

[Volleyball](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-15 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1840.

100534F

[Huge Table](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-15 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1841.

100534J

[Bimetallic coins](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-15 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1842.

100534I

[Coin Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-15 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1843.

100534D

[Coin Table](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-15 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1844.

100534H

[Dreams Were Important Too!](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-15 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1845.

100534B

[Fake Coins](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-15 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1846.

100534C

[Coin Graph](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-15 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1847.

100534G

[Coin Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-15 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1848.

100534A

[Abnormal Coins](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-15 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1849.

100554E

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

Rating: — · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1850.

100554G

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

Rating: — · first AC: 2015-03-07 · last AC: 2015-03-07 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1851.

100554F

[Fiber-optic Network](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1852.

100554K

[Known Notation](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1853.

100554B

[Building Fire Stations](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1854.

100554I

[Information Entropy](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1855.

100554D

[Domination](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1856.

100554A

[Average Score](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1857.

100459C

[Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1858.

100459E

[Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1859.

100459B

[Science](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1860.

100459A

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1861.

100448E

[Burger Bar](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1862.

100448C

[Non-Convex Quadrilaterals](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1863.

100448D

[Splitting Money](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1864.

100448A

[Learning to Add](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1865.

100448B

[Adjusting Ducks](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1866.

100579D

[Corporate Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1867.

100579C

[Winning at Sports](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1868.

100579B

[Autocomplete](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1869.

100579A

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1870.

100506B

[Bus Pass](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-15 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1871.

100506F

[Splitting the Loot](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-15 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1872.

100506E

[Lingo](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-15 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1873.

100506I

[Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-15 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1874.

100506D

[Dice Password Security](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-15 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1875.

100506J

[Stock](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-15 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1876.

100506C

[Cutting Banknotes](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-15 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1877.

100506G

[Pachinko](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-15 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1878.

100506A

[Average distance](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-15 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1879.

100497E

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1880.

100497F

[Railroad Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1881.

100497C

[Hopscotch Race](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1882.

100497I

[Barica](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1883.

100497J

[Baza](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1884.

100497G

[Sum of One-sequence](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1885.

100497K

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

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1886.

100497B

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1887.

100497A

[Dance Floor](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1888.

100497H

[Pascal](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1889.

100257C

[Charisma](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-23 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1890.

100365H

[Peaks](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1891.

100365G

[Machine Learning](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1892.

100365A

[Three Colors](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1893.

100365J

[The Wall](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1894.

100365F

[Coins Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1895.

100365E

[Chipmunks](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1896.

100365I

[Tour](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1897.

100365B

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

Rating: — · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1898.

100513A

[Nasta Rabbara](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1899.

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1900.

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1901.

100513H

[Minimal Agapov Code](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1902.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1903.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1904.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1905.

100513J

[Getting Ready for VIPC](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1906.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1907.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1908.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1909.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1910.

100338G

[Fun with Squares](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-11 · last AC: 2014-11-11 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1911.

100338B

[Geometry Problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1912.

100338I

[TV Show](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1913.

100338F

[Spam Filter](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1914.

100338C

[Important Roads](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1915.

100338H

[High Speed Trains](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-11 · Python 2 (first AC) · Tags: —

[Swistakk's solution](#)

1916.

100338E

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1917.

100338D

[Crazy Nim](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1918.

100430F

[Knapsack Problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1919.

100430B

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

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1920.

100430E

[Hot Potato Routing](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1921.

100430J

[Squary Set](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1922.

100430H

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

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1923.

100430G

[Magic Potions](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1924.

100430A

[Chip Installation](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1925.

100015E

[Empty Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1926.

100015C

[City Driving](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1927.

100015D

[Drunken Walk](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1928.

100015I

[Identity Checker](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1929.

100015F

[Fighting for Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1930.

100015G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1931.

100015H

[Hidden Code](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1932.

100015B

[Ball Painting](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1933.

100015A

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

Rating: — · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1934.

100519J

[JPEG is Awesome!](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1935.

100519B

[Bring Your Own Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1936.

100519H

[Holes](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1937.

100519G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1938.

100519A

[Advanced 2048](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1939.

100519F

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1940.

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1941.

100519C

[CIA Datacenter](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1942.

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1943.

100431B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-24 · Python 2 (first AC) · Tags: —

[Swistakk's solution](#)

1944.

100431A

[Achromatic Number](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1945.

100431G

[Persistent Queue](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1946.

100431C

[Blind Flibs](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1947.

100431E

[Word Cover](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1948.

100431D

[Bubble Sort](#) · [Tutorial](#)

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[Swistakk's solution](#)

1949.

100431F

[Permutations with Monotonic Segments](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1950.

100490C

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-22 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1951.

100490J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-22 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1952.

100490A

[Approximation](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-22 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1953.

100490E

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

Rating: — · first AC: 2014-10-22 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1954.

100490B

[Big Set](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-22 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1955.

100490D

[Duel](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-22 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1956.

100491J

[Jungle Speed](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-15 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1957.

100491G

[Great Minds](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-15 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1958.

100491C

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-15 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1959.

100491E

[Expedition to Mars](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-15 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1960.

100491D

[Diamonds and Golden Strings](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-15 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1961.

100492E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1962.

100492C

[Collision Detection](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1963.

100492D

[Dual Cure](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1964.

100492A

[Average Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1965.

100492F

[Free of Squares](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1966.

100492H

[Handsome Division](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · Python 2 (first AC) · Tags: —

[Swistakk's solution](#)

1967.

100492G

[Gas Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1968.

100492I

[In Touch](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1969.

100492B

[Binary Suffix Array](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-08 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1970.

100279F

[Airport](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-16 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1971.

100279B

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-16 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1972.

100279E

[PublicBank](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-16 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1973.

100279A

[Cinderella at the pigeon-loft](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-16 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1974.

100291B

[Cuckoo for Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-09 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1975.

100291H

[The Urge to Merge](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-09 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1976.

100314B

[Booking](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-12 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1977.

100314D

[Obfuscation](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-12 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1978.

100314F

[Inverse Addition](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-12 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1979.

100268L

[Wi-fi Towers](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-05 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1980.

100268C

[Institute of Advanced Category Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-05 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1981.

100268H

[Tables](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-05 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1982.

100268E

[Credit Card Payment](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-05 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1983.

100268I

[Flood-It](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-05 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1984.

100268D

[Digital Content Protection](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-05 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1985.

100268G

[Social Advertising](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-05 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1986.

100298D

[Great Hunt](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-28 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1987.

100298E

[Motorways](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-28 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1988.

100298C

[Figures](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-28 · GNU C++0x (first AC) · Tags: —

[Swistakk's solution](#)

1989.

100274E

[Magical Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-07 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

1990.

100274H

[Sightseeing](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-07 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

1991.

100274I

[Suiting Weavers](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-07 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

1992.

100274C

[Indiana Jones and the lost Soccer Cup](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-07 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

1993.

100274D

[Magic Star](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-07 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

1994.

100274F

[My brother's diary](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-07 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

1995.

100274J

[Time to live](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-07 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

1996.

100274A

[Faculty Dividing Powers](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-07 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

1997.

100257G

[Global Elephant Market](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

1998.

100257K

[Top K Elements](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

1999.

100257F

[Four Ways to Travel](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

2000.

100257I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

2001.

100257B

[Blacklist](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

2002.

100257A

[Augmented Reality Game](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

2003.

100257H

[Hanmattan](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

2004.

100143B

[Frodo and the Monster](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

2005.

100143F

[King's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

2006.

100143H

[Fans](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

2007.

100143E

[Black-and-white Square](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

2008.

100143A

[Document](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

2009.

100147C

[Energetic turtle](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

2010.

100147F

[Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-10 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

2011.

100147E

[Odd-even](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-10 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

2012.

100147G

[Collider](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-10 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

2013.

100147H

[K-th path](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-10 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

2014.

100147B

[Hyper-minimum](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-10 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

2015.

100147D

[Weighting stones](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-10 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)

2016.

100147A

[Star triangles](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-10 · GNU C++ (first AC) · Tags: —

[Swistakk's solution](#)