

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

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Unique solved — Tehnar

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

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

Filters: none

Count: 480

- 1.**
932A
[Palindromic Supersequence](#) · [Tutorial](#)
Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Tehnar's solution](#)
- 2.**
769A
[Year of University Entrance](#) · [Tutorial](#)
Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, implementation, sortings
[Tehnar's solution](#)
- 3.**
755A
[PolandBall and Hypothesis](#) · [Tutorial](#)
Quality: 19,786 global accepts · Rating: 800 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory
[Tehnar's solution](#)
- 4.**
618A
[Slime Combining](#) · [Tutorial](#)
Quality: 8,807 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation
[Tehnar's solution](#)
- 5.**
551A
[GukiZ and Contest](#) · [Tutorial](#)
Quality: 17,860 global accepts · Rating: 800 · first AC: 2015-07-16 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings
[Tehnar's solution](#)
- 6.**
513A
[Game](#) · [Tutorial](#)
Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, math
[Tehnar's solution](#)
- 7.**
431A
[Black Square](#) · [Tutorial](#)
Quality: 65,959 global accepts · Rating: 800 · first AC: 2014-05-26 · GNU C++ (first AC) · Tags: implementation
[Tehnar's solution](#)
- 8.**
401A
[Vanya and Cards](#) · [Tutorial](#)
Quality: 17,422 global accepts · Rating: 800 · first AC: 2014-03-10 · GNU C++ (first AC) · Tags: implementation, math
[Tehnar's solution](#)
- 9.**
4A
[Watermelon](#) · [Tutorial](#)
Quality: 688,025 global accepts · Rating: 800 · first AC: 2013-06-17 · GNU C++ (first AC) · Tags: brute force, math
[Tehnar's solution](#)
- 10.**
302A
[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: implementation

[Tehnar's solution](#)

11.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: *special, implementation, sortings

[Tehnar's solution](#)

12.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,378 global accepts · Rating: 800 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: implementation

[Tehnar's solution](#)

13.

228A

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

Quality: 139,835 global accepts · Rating: 800 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: implementation

[Tehnar's solution](#)

14.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,547 global accepts · Rating: 800 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, implementation

[Tehnar's solution](#)

15.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,688 global accepts · Rating: 800 · first AC: 2010-04-11 · GNU C++0x (first AC) · Tags: math, probabilities

[Tehnar's solution](#)

16.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,579 global accepts · Rating: 800 · first AC: 2011-09-15 · Delphi (first AC) · Tags: implementation

[Tehnar's solution](#)

17.

110A

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

Quality: 199,537 global accepts · Rating: 800 · first AC: 2011-08-29 · Delphi (first AC) · Tags: implementation

[Tehnar's solution](#)

18.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 900 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: implementation, math

[Tehnar's solution](#)

19.

768A

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

Quality: 30,845 global accepts · Rating: 900 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Tehnar's solution](#)

20.

11A

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

Quality: 15,496 global accepts · Rating: 900 · first AC: 2016-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[Tehnar's solution](#)

21.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,157 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

[Tehnar's solution](#)

22.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,028 global accepts · Rating: 900 · first AC: 2014-08-20 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Tehnar's solution](#)

23.

439A

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

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

[Tehnar's solution](#)

24.

369A

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

Quality: 12,220 global accepts · Rating: 900 · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: greedy, implementation

[Tehnar's solution](#)

25.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,849 global accepts · Rating: 900 · first AC: 2013-06-21 · GNU C++ (first AC) · Tags: brute force, geometry

[Tehnar's solution](#)

26.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,067 global accepts · Rating: 900 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: implementation

[Tehnar's solution](#)

27.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,475 global accepts · Rating: 900 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: implementation

[Tehnar's solution](#)

28.

244A

[Dividing Orange](#) · [Tutorial](#)

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

[Tehnar's solution](#)

29.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,211 global accepts · Rating: 900 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: implementation

[Tehnar's solution](#)

30.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,212 global accepts · Rating: 1000 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[Tehnar's solution](#)

31.

724A

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

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

[Tehnar's solution](#)

32.

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[Tehnar's solution](#)

33.

637A

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

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

[Tehnar's solution](#)

34.

584A

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

Quality: 52,618 global accepts · Rating: 1000 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: math

[Tehnar's solution](#)

35.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1000 · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: implementation, math

[Tehnar's solution](#)

36.

500A

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

Quality: 62,709 global accepts · Rating: 1000 · first AC: 2015-01-03 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[Tehnar's solution](#)

37.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,514 global accepts · Rating: 1000 · first AC: 2014-07-28 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Tehnar's solution](#)

38.

420A

[Start Up](#) · [Tutorial](#)

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

[Tehnar's solution](#)

39.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: implementation

[Tehnar's solution](#)

40.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation

[Tehnar's solution](#)

41.

339B

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

Quality: 81,388 global accepts · Rating: 1000 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: implementation

[Tehnar's solution](#)

42.

5A

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

Quality: 11,128 global accepts · Rating: 1000 · first AC: 2013-06-18 · GNU C++ (first AC) · Tags: implementation

[Tehnar's solution](#)

43.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2013-06-11 · GNU C++ (first AC) · Tags: greedy, shortest paths

[Tehnar's solution](#)

44.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,301 global accepts · Rating: 1000 · first AC: 2010-02-19 · GNU C++0x (first AC) · Tags: math

[Tehnar's solution](#)

45.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2011-09-08 · Delphi (first AC) · Tags: math

[Tehnar's solution](#)

46.

110C

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

Rating: 1000 · first AC: 2011-08-30 · Delphi (first AC) · Tags: implementation, math

[Tehnar's solution](#)

47.

755B

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

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

[Tehnar's solution](#)

48.

618B

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

Quality: 8,326 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[Tehnar's solution](#)

49.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,332 global accepts · Rating: 1100 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: implementation

[Tehnar's solution](#)

50.

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,996 global accepts · Rating: 1100 · first AC: 2015-07-15 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[Tehnar's solution](#)

51.

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Tehnar's solution](#)

52.

522B

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

Quality: 9,524 global accepts · Rating: 1100 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, data structures, dp, implementation

[Tehnar's solution](#)

53.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Tehnar's solution](#)

54.

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2013-06-25 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

[Tehnar's solution](#)

55.

6B

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

Quality: 14,827 global accepts · Rating: 1100 · first AC: 2013-06-21 · GNU C++ (first AC) · Tags: implementation

[Tehnar's solution](#)

56.

289A

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

Quality: 10,327 global accepts · Rating: 1100 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: brute force, implementation

[Tehnar's solution](#)

57.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2013-01-08 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Tehnar's solution](#)

58.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1100 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: brute force, implementation

[Tehnar's solution](#)

59.

225A

[Dice Tower](#) · [Tutorial](#)

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

[Tehnar's solution](#)

60.

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 1100 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: *special, greedy, sortings

[Tehnar's solution](#)

61.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,847 global accepts · Rating: 1100 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[Tehnar's solution](#)

62.

116B

[Little Pigs and Wolves](#) · [Tutorial](#)

Quality: 14,616 global accepts · Rating: 1100 · first AC: 2011-09-15 · Delphi (first AC) · Tags: greedy, implementation

[Tehnar's solution](#)

63.

928A

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

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: *special, strings

[Tehnar's solution](#)

64.

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, greedy, two pointers

[Tehnar's solution](#)

65.

722B

[Verse Pattern](#) · [Tutorial](#)

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

[Tehnar's solution](#)

66.

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

[Tehnar's solution](#)

67.

639A

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

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation

[Tehnar's solution](#)

68.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,859 global accepts · Rating: 1200 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[Tehnar's solution](#)

69.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: implementation, math

[Tehnar's solution](#)

70.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[Tehnar's solution](#)

71.

461A

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

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

[Tehnar's solution](#)

72.

439B

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

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

[Tehnar's solution](#)

73.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2014-05-26 · GNU C++ (first AC) · Tags: brute force, implementation

[Tehnar's solution](#)

74.

401B

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

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2014-03-10 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Tehnar's solution](#)

75.

379B

[New Year Present](#) · [Tutorial](#)

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

[Tehnar's solution](#)

76.

342A

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

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: greedy, implementation

[Tehnar's solution](#)

77.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: math

[Tehnar's solution](#)

78.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1200 · first AC: 2013-07-04 · GNU C++ (first AC) · Tags: math

[Tehnar's solution](#)

79.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2013-07-04 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[Tehnar's solution](#)

80.

6C

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

Quality: 17,488 global accepts · Rating: 1200 · first AC: 2013-06-21 · GNU C++ (first AC) · Tags: greedy, two pointers

[Tehnar's solution](#)

81.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,765 global accepts · Rating: 1200 · first AC: 2013-06-18 · GNU C++ (first AC) · Tags: implementation, strings

[Tehnar's solution](#)

82.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2013-06-17 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Tehnar's solution](#)

83.

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: brute force, math

[Tehnar's solution](#)

84.

302B

[Eugeny and Play List](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1200 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: binary search, implementation, two pointers

[Tehnar's solution](#)

85.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Tehnar's solution](#)

86.

254A

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

Quality: 7,737 global accepts · Rating: 1200 · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[Tehnar's solution](#)

87.

203A

[Two Problems](#) · [Tutorial](#)

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

[Tehnar's solution](#)

88.

124C

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

Rating: 1300 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, number theory, sortings, strings

[Tehnar's solution](#)

89.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: greedy, implementation

[Tehnar's solution](#)

90.

932B

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

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[Tehnar's solution](#)

91.

871A

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

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

[Tehnar's solution](#)

92.

755C

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

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

[Tehnar's solution](#)

93.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Tehnar's solution](#)

94.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[Tehnar's solution](#)

95.

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

[Tehnar's solution](#)

96.

558B

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

Quality: 8,361 global accepts · Rating: 1300 · first AC: 2015-07-15 · GNU C++11 (first AC) · Tags: implementation

[Tehnar's solution](#)

97.

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

[Tehnar's solution](#)

98.

347A

[Difference Row](#) · [Tutorial](#)

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

[Tehnar's solution](#)

99.

4C

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

Quality: 108,186 global accepts · Rating: 1300 · first AC: 2013-06-17 · GNU C++ (first AC) · Tags: data structures, hashing, implementation

[Tehnar's solution](#)

100.

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2013-05-12 · Python 3 (first AC) · Tags: brute force, implementation

[Tehnar's solution](#)

101.

304C

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

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

[Tehnar's solution](#)

102.

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,661 global accepts · Rating: 1300 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: greedy, implementation

[Tehnar's solution](#)

103.

291B

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

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: *special, implementation, strings

[Tehnar's solution](#)

104.

276B

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

Quality: 32,110 global accepts · Rating: 1300 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: games, greedy

[Tehnar's solution](#)

105.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: greedy

[Tehnar's solution](#)

106.

158D

[Ice Sculptures](#) · [Tutorial](#)

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

[Tehnar's solution](#)

107.

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation

[Tehnar's solution](#)

108.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: *special, dp

[Tehnar's solution](#)

109.

713A

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

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

[Tehnar's solution](#)

110.

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

[Tehnar's solution](#)

111.

641B

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

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[Tehnar's solution](#)

112.

637C

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

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, implementation

[Tehnar's solution](#)

113.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Tehnar's solution](#)

114.

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[Tehnar's solution](#)

115.

516A

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

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

[Tehnar's solution](#)

116.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · last AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force

[Tehnar's solution](#)

117.

436B

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

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

[Tehnar's solution](#)

118.

438A

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

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

[Tehnar's solution](#)

119.

401C

[Team](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1400 · first AC: 2014-03-10 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Tehnar's solution](#)

120.

379C

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

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

[Tehnar's solution](#)

121.

289B

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

Quality: 18,964 global accepts · Rating: 1400 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[Tehnar's solution](#)

122.

290A

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

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

[Tehnar's solution](#)

123.

279B

[Books](#) · [Tutorial](#)

Quality: 72,459 global accepts · Rating: 1400 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, two pointers

[Tehnar's solution](#)

124.

228B

[Two Tables](#) · [Tutorial](#)

Quality: 3,637 global accepts · Rating: 1400 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: brute force, implementation

[Tehnar's solution](#)

125.

158C

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

Quality: 10,394 global accepts · Rating: 1400 · first AC: 2012-03-04 · Python 2 (first AC) · Tags: *special, data structures, implementation

[Tehnar's solution](#)

126.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: greedy

[Tehnar's solution](#)

127.

771B

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

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Tehnar's solution](#)

128.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Tehnar's solution](#)

129.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,732 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Tehnar's solution](#)

130.

724B

[Batch Sort](#) · [Tutorial](#)

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

131.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[Tehnar's solution](#)

132.

587A

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

Quality: 8,327 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy
[Tehnar's solution](#)

133.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: combinatorics
[Tehnar's solution](#)

134.

576A

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

Quality: 15,931 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory
[Tehnar's solution](#)

135.

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: implementation
[Tehnar's solution](#)

136.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, sortings
[Tehnar's solution](#)

137.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: greedy
[Tehnar's solution](#)

138.

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2014-08-20 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory
[Tehnar's solution](#)

139.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,996 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dp
[Tehnar's solution](#)

140.

436A

[Feed with Candy](#) · [Tutorial](#)

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

[Tehnar's solution](#)

141.

425A

[Sereja and Swaps](#) · [Tutorial](#)

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

[Tehnar's solution](#)

142.

409H

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

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[Tehnar's solution](#)

143.

404B

[Marathon](#) · [Tutorial](#)

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

[Tehnar's solution](#)

144.

403A

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

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

[Tehnar's solution](#)

145.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: data structures, implementation

[Tehnar's solution](#)

146.

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

[Tehnar's solution](#)

147.

342B

[Xenia and Spies](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1500 · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Tehnar's solution](#)

148.

340D

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

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[Tehnar's solution](#)

149.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2013-06-09 · GNU C++ (first AC) · Tags: hashing, implementation

[Tehnar's solution](#)

150.

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: greedy, math

[Tehnar's solution](#)

151.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: data structures, greedy, implementation,

sortings

[Tehnar's solution](#)

152.

275C

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

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

[Tehnar's solution](#)

153.

254B

[Jury Size](#) · [Tutorial](#)

Quality: 2,269 global accepts · Rating: 1500 · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: brute force, implementation

[Tehnar's solution](#)

154.

159D

[Palindrome pairs](#) · [Tutorial](#)

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

[Tehnar's solution](#)

155.

925A

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

Quality: 3,872 global accepts · Rating: 1600 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search

[Tehnar's solution](#)

156.

924B

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

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

[Tehnar's solution](#)

157.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: binary search, data structures

[Tehnar's solution](#)

158.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Tehnar's solution](#)

159.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Tehnar's solution](#)

160.

781A

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

Quality: 1600 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[Tehnar's solution](#)

161.

768B

[Code For 1](#) · [Tutorial](#)

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

[Tehnar's solution](#)

162.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: implementation

[Tehnar's solution](#)

163.

722C

[Destroying Array](#) · [Tutorial](#)

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

[Tehnar's solution](#)

164.

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

[Tehnar's solution](#)

165.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1600 · first AC: 2016-09-06 · GNU C++11 (first AC) · Tags: math

[Tehnar's solution](#)

166.

639B

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

Quality: 6,997 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[Tehnar's solution](#)

167.

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: *special, data structures, dp, greedy

[Tehnar's solution](#)

168.

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

[Tehnar's solution](#)

169.

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

[Tehnar's solution](#)

170.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 1600 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[Tehnar's solution](#)

171.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2015-07-28 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Tehnar's solution](#)

172.

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

[Tehnar's solution](#)

173.

524A

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

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: implementation

[Tehnar's solution](#)

174.

512A

[Fox And Names](#) · [Tutorial](#)

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

[Tehnar's solution](#)

175.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2015-01-03 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tehnar's solution](#)

176.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2015-01-03 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[Tehnar's solution](#)

177.

446A

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

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[Tehnar's solution](#)

178.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-07 · GNU C++ (first AC) · Tags: greedy, math

[Tehnar's solution](#)

179.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,785 global accepts · Rating: 1600 · first AC: 2014-05-26 · GNU C++ (first AC) · Tags: dp, implementation, trees

[Tehnar's solution](#)

180.

369C

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

Quality: 12,035 global accepts · Rating: 1600 · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[Tehnar's solution](#)

181.

364A

[Matrix](#) · [Tutorial](#)

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

[Tehnar's solution](#)

182.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1600 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: binary search, math, sortings

[Tehnar's solution](#)

183.

347C

[Alice and Bob](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: games, math, number theory

[Tehnar's solution](#)

184.

343B

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

Quality: 17,314 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[Tehnar's solution](#)

185.

343A

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

Quality: 10,083 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: math, number theory

[Tehnar's solution](#)

186.

340C

[Tourist Problem](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1600 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: combinatorics, implementation, math

[Tehnar's solution](#)

187.

317A

[Perfect Pair](#) · [Tutorial](#)

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

[Tehnar's solution](#)

188.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: *special, bitmasks, brute force, implementation

[Tehnar's solution](#)

189.

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 1600 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar

[Tehnar's solution](#)

190.

225B

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

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

[Tehnar's solution](#)

191.

925B

[Resource Distribution](#) · [Tutorial](#)

Quality: 2,350 global accepts · Rating: 1700 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search, implementation, sortings

[Tehnar's solution](#)

192.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Tehnar's solution](#)

193.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: math, number theory

[Tehnar's solution](#)

194.

850A

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

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Tehnar's solution](#)

195.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2017-05-07 · Python 3 (first AC) · Tags: binary search, math

[Tehnar's solution](#)

196.

769D

[K-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[Tehnar's solution](#)

197.

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

[Tehnar's solution](#)

198.

590A

[Median Smoothing](#) · [Tutorial](#)

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

[Tehnar's solution](#)

199.

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

[Tehnar's solution](#)

200.

584C

[Marina and Vasya](#) · [Tutorial](#)

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

[Tehnar's solution](#)

201.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[Tehnar's solution](#)

202.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[Tehnar's solution](#)

203.

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

[Tehnar's solution](#)

204.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2015-07-28 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[Tehnar's solution](#)

205.

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

206.

524B

[BD>D\\$> CÔO C60CÄOD\\$! 2 \(round version\)](#)

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

[Tehnar's solution](#)

207.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-11 · GNU C++ (first AC) · Tags: math

[Tehnar's solution](#)

208.

409D

[Big Data](#) · [Tutorial](#)

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

[Tehnar's solution](#)

209.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[Tehnar's solution](#)

210.

339D

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

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: data structures, trees

[Tehnar's solution](#)

211.

4D

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

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2013-06-17 · GNU C++ (first AC) · Tags: dp, sortings

[Tehnar's solution](#)

212.

298C

[Parity Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[Tehnar's solution](#)

213.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs

[Tehnar's solution](#)

214.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[Tehnar's solution](#)

215.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: dp, matrices

[Tehnar's solution](#)

216.

124D

[Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, number theory

[Tehnar's solution](#)

217.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees

[Tehnar's solution](#)

218.

701E

[Connecting Universities](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-10-28 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Tehnar's solution](#)

219.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: geometry

[Tehnar's solution](#)

220.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 5,003 global accepts · Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: binary search, math

[Tehnar's solution](#)

221.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings

[Tehnar's solution](#)

222.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: greedy, implementation

[Tehnar's solution](#)

223.

730B

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

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive

[Tehnar's solution](#)

224.

724C

[Ray Tracing](#) · [Tutorial](#)

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

[Tehnar's solution](#)

225.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[Tehnar's solution](#)

226.

603B

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

Quality: 2,711 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math,

number theory

[Tehnar's solution](#)

227.

585A

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

Quality: 4,477 global accepts · Rating: 1800 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: brute force, implementation

[Tehnar's solution](#)

228.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Tehnar's solution](#)

229.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1800 · first AC: 2015-07-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[Tehnar's solution](#)

230.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp

[Tehnar's solution](#)

231.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Tehnar's solution](#)

232.

532E

[Correcting Mistakes](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

233.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, divide and conquer, math

[Tehnar's solution](#)

234.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[Tehnar's solution](#)

235.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,118 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[Tehnar's solution](#)

236.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2013-06-11 · GNU C++ (first AC) · Tags: brute force, games, implementation

[Tehnar's solution](#)

237.

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: *special, strings, trees

[Tehnar's solution](#)

238.

928C

[Dependency management](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: *special, graphs, implementation

[Tehnar's solution](#)

239.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive

[Tehnar's solution](#)

240.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: dp

[Tehnar's solution](#)

241.

724D

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

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

[Tehnar's solution](#)

242.

722D

[Generating Sets](#) · [Tutorial](#)

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

[Tehnar's solution](#)

243.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tehnar's solution](#)

244.

687C

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

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp

[Tehnar's solution](#)

245.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices

[Tehnar's solution](#)

246.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2015-07-15 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[Tehnar's solution](#)

247.

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[Tehnar's solution](#)

248.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[Tehnar's solution](#)

249.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[Tehnar's solution](#)

250.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[Tehnar's solution](#)

251.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[Tehnar's solution](#)

252.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[Tehnar's solution](#)

253.

536B

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

Rating: 1900 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Tehnar's solution](#)

254.

524C

[The Art of Dealing with ATM](#) · [Tutorial](#)

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: binary search, sortings

[Tehnar's solution](#)

255.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[Tehnar's solution](#)

256.

500D

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

Quality: 3,278 global accepts · Rating: 1900 · first AC: 2015-01-03 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Tehnar's solution](#)

257.

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: greedy, implementation

[Tehnar's solution](#)

258.

438B

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

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

[Tehnar's solution](#)

259.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: combinatorics, dp, probabilities

[Tehnar's solution](#)

260.

257D

[Sum](#) · [Tutorial](#)

Quality: 1,719 global accepts · Rating: 1900 · first AC: 2013-01-08 · GNU C++ (first AC) · Tags: greedy, math

[Tehnar's solution](#)

261.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: brute force, implementation, interactive

[Tehnar's solution](#)

262.

773B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2000 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: brute force, greedy

[Tehnar's solution](#)

263.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games

[Tehnar's solution](#)

264.

730I

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

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: dp, flows, graphs, greedy

[Tehnar's solution](#)

265.

641E

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

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures

[Tehnar's solution](#)

266.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: ternary search

[Tehnar's solution](#)

267.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Tehnar's solution](#)

268.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Tehnar's solution](#)

269.

541C

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

Rating: 2000 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

270.

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

271.

526C

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

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

[Tehnar's solution](#)

272.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, data structures

[Tehnar's solution](#)

273.

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures, graph matchings, greedy, implementation

[Tehnar's solution](#)

274.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: dp, strings

[Tehnar's solution](#)

275.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,596 global accepts · Rating: 2000 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[Tehnar's solution](#)

276.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: brute force, data structures, greedy

[Tehnar's solution](#)

277.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2014-03-10 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[Tehnar's solution](#)

278.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[Tehnar's solution](#)

279.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2000 · first AC: 2014-01-03 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[Tehnar's solution](#)

280.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2013-06-09 · GNU C++ (first AC) · Tags: dp, math

[Tehnar's solution](#)

281.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: data structures

[Tehnar's solution](#)

282.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: implementation, number theory

[Tehnar's solution](#)

283.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[Tehnar's solution](#)

284.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Tehnar's solution](#)

285.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[Tehnar's solution](#)

286.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: binary search, dfs and similar

[Tehnar's solution](#)

287.

590B

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

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[Tehnar's solution](#)

288.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: dp

[Tehnar's solution](#)

289.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[Tehnar's solution](#)

290.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2100 · first AC: 2015-07-16 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[Tehnar's solution](#)

291.

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-07-11 · last AC: 2015-07-11 · PyPy 3 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[Tehnar's solution](#)

292.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: greedy, two pointers

[Tehnar's solution](#)

293.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[Tehnar's solution](#)

294.

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Tehnar's solution](#)

295.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees

[Tehnar's solution](#)

296.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[Tehnar's solution](#)

297.

773C

[Prairie Partition](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2200 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Tehnar's solution](#)

298.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Tehnar's solution](#)

299.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: greedy, implementation

[Tehnar's solution](#)

300.

730D

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

Quality: 915 global accepts · Rating: 2200 · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Tehnar's solution](#)

301.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 2200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[Tehnar's solution](#)

302.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2016-09-06 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs

[Tehnar's solution](#)

303.

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2016-09-06 · GNU C++11 (first AC) · Tags: implementation

[Tehnar's solution](#)

304.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

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

[Tehnar's solution](#)

305.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Tehnar's solution](#)

306.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: data structures, trees

[Tehnar's solution](#)

307.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Tehnar's solution](#)

308.

559C

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

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2015-07-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Tehnar's solution](#)

309.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-07-16 · GNU C++11 (first AC) · Tags: binary search, greedy

[Tehnar's solution](#)

310.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: data structures

[Tehnar's solution](#)

311.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[Tehnar's solution](#)

312.

538E

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

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[Tehnar's solution](#)

313.

526D

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

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Tehnar's solution](#)

314.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

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

[Tehnar's solution](#)

315.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2200 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: data structures

[Tehnar's solution](#)

316.

124E

[Brackets](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tehnar's solution](#)

317.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: geometry, implementation, math, sortings

[Tehnar's solution](#)

318.

715B

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

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[Tehnar's solution](#)

319.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: dp, sortings

[Tehnar's solution](#)

320.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Tehnar's solution](#)

321.

585D

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

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: meet-in-the-middle

[Tehnar's solution](#)

322.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2300 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Tehnar's solution](#)

323.

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

[Tehnar's solution](#)

324.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2015-07-15 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[Tehnar's solution](#)

325.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2015-07-15 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[Tehnar's solution](#)

326.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[Tehnar's solution](#)

327.

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

[Tehnar's solution](#)

328.

425D

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

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

[Tehnar's solution](#)

329.

425C

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

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: data structures, dp

[Tehnar's solution](#)

330.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: dp

[Tehnar's solution](#)

331.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: dp, trees

[Tehnar's solution](#)

332.

781D

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

Rating: 2400 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[Tehnar's solution](#)

333.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2016-09-12 · GNU C++11 (first AC) · Tags: flows

[Tehnar's solution](#)

334.

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

[Tehnar's solution](#)

335.

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, two pointers

[Tehnar's solution](#)

336.

541A

[Place Your Ad Here](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

337.

446C

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

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: data structures, math, number theory

[Tehnar's solution](#)

338.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

339.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dp

[Tehnar's solution](#)

340.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: data structures, geometry

[Tehnar's solution](#)

341.

551E

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

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2015-07-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Tehnar's solution](#)

342.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[Tehnar's solution](#)

343.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Tehnar's solution](#)

344.

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2016-09-12 · last AC: 2016-09-12 · GNU C++11 (first AC) · Tags: data structures

[Tehnar's solution](#)

345.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2700 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Tehnar's solution](#)

346.

713D

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

Quality: 1,360 global accepts · Rating: 2700 · first AC: 2016-09-15 · last AC: 2016-09-15 · GNU C++11 (first AC) · Tags: binary search, data structures

[Tehnar's solution](#)

347.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: dp, matrices

[Tehnar's solution](#)

348.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2015-10-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[Tehnar's solution](#)

349.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[Tehnar's solution](#)

350.

101187E

[BUDHC,,DD >C\\$:C AÔ](#)

Rating: — · first AC: 2017-08-26 · last AC: 2017-08-26 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

351.

101187F

[A@CCT>C @C 7Cä2C =C,,5 D\\$0C ;C,,FD°](#)

Rating: — · first AC: 2017-08-26 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

352.

101187C

[A4D#D'5 C'KCd8](#)

Rating: — · first AC: 2017-08-26 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

353.

101187B

[A2D\\$C CD](#)

Rating: — · first AC: 2017-08-26 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

354.

101187D

[IQ D\\$5D#C CD;Dò @Cä1CäBCä2](#)

Rating: — · first AC: 2017-08-26 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

355.

101187I

[AäD#CÔKC' <C ;DÄGC,,:](#)

Rating: — · first AC: 2017-08-26 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

356.

101187K

[«A.,AC»DäGC ND”5CR 8C`8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2017-08-26 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

357.

101187A

[A`C`D\\$KCR AC`8D\\$:C€](#)

Rating: — · first AC: 2017-08-26 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

358.

101242A

[Balanced Diet · Tutorial](#)

Rating: — · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

359.

101242G

[Oil · Tutorial](#)

Rating: — · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

360.

101242D

[Clock Breaking · Tutorial](#)

Rating: — · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

361.

101242K

[String Theory · Tutorial](#)

Rating: — · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

362.

101242B

[Branch Assignment · Tutorial](#)

Rating: — · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

363.

101242E

[Forever Young · Tutorial](#)

Rating: — · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

364.

101242L

[Swap Space · Tutorial](#)

Rating: — · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

365.

101242C

[Ceiling Function · Tutorial](#)

Rating: — · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

366.

10124103

[Dirtree · Tutorial](#)

Rating: — · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

367.

10124108

[Sorting the photos](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

368.

10124107

[James Bond](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

369.

10124106

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

370.

10124102

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

371.

10124105

[Alien socks](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

372.

101191H

[Spells](#) · [Tutorial](#)

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

[Tehnar's solution](#)

373.

101191J

[Soldier's life](#) · [Tutorial](#)

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

[Tehnar's solution](#)

374.

101191D

[Interactive lock](#) · [Tutorial](#)

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

[Tehnar's solution](#)

375.

101191G

[Highest ratings year](#) · [Tutorial](#)

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

[Tehnar's solution](#)

376.

101191C

[Ancient CBS](#) · [Tutorial](#)

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

[Tehnar's solution](#)

377.

101191I

[Silver table](#) · [Tutorial](#)

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

[Tehnar's solution](#)

378.

101191E

[Interval divisibility](#) · [Tutorial](#)

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

[Tehnar's solution](#)

379.

101191F

[A trick](#) · [Tutorial](#)

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

[Tehnar's solution](#)

380.

101191B

[Birches](#) · [Tutorial](#)

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

[Tehnar's solution](#)

381.

101191K

[Casino](#) · [Tutorial](#)

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

[Tehnar's solution](#)

382.

100134L

[Labyrinth of the Minotaur](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-11 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

383.

100134J

[Jumping Around](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-11 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

384.

100134B

[Blind Problem Solving](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-11 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

385.

100134E

[Exact Measurement](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-11 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

386.

100134C

[Caravan Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-11 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

387.

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-11 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

388.

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-11 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

389.

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-11 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

390.

100307G

[Green Energy](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-19 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

391.

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-19 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

392.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-19 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

393.

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-19 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

394.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-19 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

395.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-19 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

396.

100269J

[J](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

397.

100269H

[Heavy Chain Clusterization](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

398.

100269K

[Kids in a Friendly Class](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

399.

100269D

[Dwarf Tower](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

400.

100269G

[Garage](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

401.

100269F

[Flight Boarding Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

402.

100269B

[Ballot Analyzing Device](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

403.

100269E

[Energy Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

404.

100269A

[Arrangement of Contest](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

405.

100864E

[Equality of routes](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

406.

100864D

[Dent's Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

407.

100864L

[Laboratory of ACM](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

408.

100864A

[Agnatic Seniority](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

409.

100864F

[Farm](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

410.

100864I

[Infinite Improbability Drive](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

411.

100864J

[Jeltz' Torture](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-16 · last AC: 2016-10-16 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

412.

100864C

[Coding](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

413.

101095S

[Robotic Sort](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

414.

101095N

[Weird Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

415.

101095K

[Key Task](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

416.

101095C

[Phone Cell](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

417.

101095Z

[Dance Around The Clock](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

418.

101095Y

[Get to Work](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

419.

101095R

[Reaux! Sham! Beaux!](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

420.

101095X

[Investing at the Market](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

421.

1008827

[A, =D\\$5D 5D =D'5 Dt8D ;C](#)

Rating: — · first AC: 2016-06-06 · last AC: 2016-06-06 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

422.

1008825

[B\\$@C;AD'=C](#)

Rating: — · first AC: 2016-06-06 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

423.

100627G

[ASKC;AD K](#)

Rating: — · first AC: 2015-07-18 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

424.

100627Y

[B 50A>CÔB C ADD0C`LD\\$0](#)

Rating: — · first AC: 2015-07-18 · GNU C++11 (first AC) · Tags: —

[Tehnar's solution](#)

425.

100594I

[AD>CÂD,,=CT5 Ct0CD0CÔ8CP](#)

Rating: — · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: —

[Tehnar's solution](#)

426.

100594C

[DDR · Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: —

[Tehnar's solution](#)

427.

100594H

[A;C 5C4AD\\$2C](#)

Rating: — · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: —

[Tehnar's solution](#)

428.

100594G

[B5D BÔ>CR AD\\$>C`>C\\$;C AD\\$8CP](#)

Rating: — · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: —

[Tehnar's solution](#)

429.

100594E

[Aô7C;AD;Dò C ACä;CT<C](#)

Rating: — · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: —

[Tehnar's solution](#)

430.

100594B

[BTD?C,,AC =C,,5](#)

Rating: — · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: —

[Tehnar's solution](#)

431.

100594D

[AÄCÔLD\\$8Cô;CT5D 2 Ct<CT9C#5](#)

Rating: — · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: —

[Tehnar's solution](#)

432.

100594A

[BTDAC 4C#0](#)

Rating: — · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: —

[Tehnar's solution](#)

433.

100529C

[A@C@>CT2C =C,,5](#)

Rating: — · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: —

[Tehnar's solution](#)

434.

100529E

[A.T3D0!](#)

Rating: — · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: —

[Tehnar's solution](#)

435.

100529J

[A@C@>C @C 7Cä2C =C,,5 Cö>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: —

[Tehnar's solution](#)

436.

100529F

[AÖTÄB!8! AÖ A](#)

Rating: — · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: —

[Tehnar's solution](#)

437.

100529H

[B-5048D! BD 0Dd8Dò =C >C'8CÄ?C,,0CDC](#)

Rating: — · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: —

[Tehnar's solution](#)

438.

100529G

[AÄ5D!äC,,=](#)

Rating: — · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: —

[Tehnar's solution](#)

439.

100529D

[ADNCÖK](#)

Rating: — · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: —

[Tehnar's solution](#)

440.

100529B

[B.T00TäC BD°](#)

Rating: — · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: —

[Tehnar's solution](#)

441.

100529A

[ABCD-C@>C@](#)

Rating: — · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: —

[Tehnar's solution](#)

442.

100549D

[A.T3D0!](#)

Rating: — · first AC: 2015-01-05 · GNU C++ (first AC) · Tags: —

[Tehnar's solution](#)

443.

100549B

[A@C@>D\\$KCR <Cä=CTBD°](#)

Rating: — · first AC: 2015-01-05 · GNU C++ (first AC) · Tags: —

[Tehnar's solution](#)

444.

100549I

[Bt5D5C60DT8 C" ?D CCDC](#)

Rating: — · first AC: 2015-01-05 · GNU C++ (first AC) · Tags: —

[Tehnar's solution](#)

445.

100549C

[A\\$5D75D BC\\$5CÔ=D`5 Dt8D ;C](#)

Rating: — · first AC: 2015-01-05 · Python 3 (first AC) · Tags: —

[Tehnar's solution](#)

446.

100549K

[A6@Cä1D4;C=0 Cö> Ct>Cä?C @C=C](#)

Rating: — · first AC: 2015-01-05 · GNU C++ (first AC) · Tags: —

[Tehnar's solution](#)

447.

100549E

[A48Cö>D\\$5Ct0 Cä1 Cä1Cä1D”5CÔ=Cä< C=CÔ5](#)

Rating: — · first AC: 2015-01-05 · GNU C++0x (first AC) · Tags: —

[Tehnar's solution](#)

448.

100549F

[ATuBda](#)

Rating: — · first AC: 2015-01-05 · GNU C++ (first AC) · Tags: —

[Tehnar's solution](#)

449.

100549J

[A5>Dt8CÔ:C 7C 1Cä@C](#)

Rating: — · first AC: 2015-01-05 · GNU C++ (first AC) · Tags: —

[Tehnar's solution](#)

450.

100549G

[A45CÔ5D 0D\\$>D ?C @Cä;CT9](#)

Rating: — · first AC: 2015-01-05 · GNU C++ (first AC) · Tags: —

[Tehnar's solution](#)

451.

100549A

[A7@CäDCTAD >D %C >D](#)

Rating: — · first AC: 2015-01-05 · GNU C++ (first AC) · Tags: —

[Tehnar's solution](#)

452.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[Tehnar's solution](#)

453.

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[Tehnar's solution](#)

454.

100513K

[Treiland](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[Tehnar's solution](#)

455.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[Tehnar's solution](#)

456.

100513G

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