

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

<https://cfelitetracker.vercel.app>

Unique solved — Tipa

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

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

Filters: none

Count: 394

1.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Tipa's solution](#)

2.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,122 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Tipa's solution](#)

3.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,028 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Tipa's solution](#)

4.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,426 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Tipa's solution](#)

5.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,838 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Tipa's solution](#)

6.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,522 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Tipa's solution](#)

7.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Tipa's solution](#)

8.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[Tipa's solution](#)

9.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Tipa's solution](#)

10.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[Tipa's solution](#)

11.

1454B

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

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Tipa's solution](#)

12.

1454A

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

Quality: 44,057 global accepts · Rating: 800 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, probabilities
[Tipa's solution](#)

13.

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[Tipa's solution](#)

14.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,470 global accepts · Rating: 800 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[Tipa's solution](#)

15.

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,422 global accepts · Rating: 800 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[Tipa's solution](#)

16.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[Tipa's solution](#)

17.

266B

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

Quality: 166,078 global accepts · Rating: 800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
[Tipa's solution](#)

18.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,809 global accepts · Rating: 800 · first AC: 2019-07-13 · last AC: 2020-08-08 · GNU C11 (first AC) · Tags: brute force, math
[Tipa's solution](#)

19.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,809 global accepts · Rating: 800 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Tipa's solution](#)

20.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,592 global accepts · Rating: 800 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Tipa's solution](#)

21.

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Tipa's solution](#)

22.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Tipa's solution](#)

23.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,470 global accepts · Rating: 800 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Tipa's solution](#)

24.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Tipa's solution](#)

25.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Tipa's solution](#)

26.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,828 global accepts · Rating: 800 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[Tipa's solution](#)

27.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Tipa's solution](#)

28.

1241A

[CME](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[Tipa's solution](#)

29.

1206A

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

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: math, sortings

[Tipa's solution](#)

30.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Tipa's solution](#)

31.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,987 global accepts · Rating: 800 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: implementation

[Tipa's solution](#)

32.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,526 global accepts · Rating: 800 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: implementation

[Tipa's solution](#)

33.

112A

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

Quality: 287,243 global accepts · Rating: 800 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: implementation, strings

[Tipa's solution](#)

34.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,547 global accepts · Rating: 800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: implementation

[Tipa's solution](#)

35.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2019-05-02 · GNU C++11 (first AC) · Tags: implementation

[Tipa's solution](#)

36.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2019-05-02 · GNU C++11 (first AC) · Tags: implementation

[Tipa's solution](#)

37.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[Tipa's solution](#)

38.

546A

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

Quality: 235,199 global accepts · Rating: 800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Tipa's solution](#)

39.

723A

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

Quality: 100,713 global accepts · Rating: 800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[Tipa's solution](#)

40.

467A

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

Quality: 155,936 global accepts · Rating: 800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: implementation

[Tipa's solution](#)

41.

80A

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

Quality: 66,304 global accepts · Rating: 800 · first AC: 2019-04-17 · GNU C++11 (first AC) · Tags: brute force

[Tipa's solution](#)

42.

785A

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

Quality: 110,950 global accepts · Rating: 800 · first AC: 2019-04-16 · last AC: 2019-04-16 · GNU C++11 (first AC) · Tags: implementation, strings

[Tipa's solution](#)

43.

486A

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

Quality: 154,139 global accepts · Rating: 800 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: implementation, math

[Tipa's solution](#)

44.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2019-04-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Tipa's solution](#)

45.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,438 global accepts · Rating: 800 · first AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Tipa's solution](#)

46.

469A

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

Quality: 121,198 global accepts · Rating: 800 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Tipa's solution](#)

47.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,526 global accepts · Rating: 800 · first AC: 2018-09-17 · last AC: 2019-04-13 · GNU C++11 (first AC) · Tags: implementation, strings

[Tipa's solution](#)

48.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,274 global accepts · Rating: 800 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tipa's solution](#)

49.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,462 global accepts · Rating: 800 · first AC: 2019-03-31 · last AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[Tipa's solution](#)

50.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,735 global accepts · Rating: 800 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[Tipa's solution](#)

51.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,006 global accepts · Rating: 800 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Tipa's solution](#)

52.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,341 global accepts · Rating: 800 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[Tipa's solution](#)

53.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,415 global accepts · Rating: 800 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Tipa's solution](#)

54.

71A

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

Quality: 503,241 global accepts · Rating: 800 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Tipa's solution](#)

55.

443A

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

Quality: 112,047 global accepts · Rating: 800 · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Tipa's solution](#)

56.

294A

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

Quality: 28,390 global accepts · Rating: 800 · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Tipa's solution](#)

57.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,670 global accepts · Rating: 800 · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[Tipa's solution](#)

58.

265A

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

Quality: 42,671 global accepts · Rating: 800 · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tipa's solution](#)

59.

268A

[Games](#) · [Tutorial](#)

Quality: 104,204 global accepts · Rating: 800 · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Tipa's solution](#)

60.

228A

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

Quality: 139,809 global accepts · Rating: 800 · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tipa's solution](#)

61.

731A

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

Quality: 53,207 global accepts · Rating: 800 · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Tipa's solution](#)

62.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,947 global accepts · Rating: 800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tipa's solution](#)

63.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,235 global accepts · Rating: 800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tipa's solution](#)

64.

266A

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

Quality: 244,551 global accepts · Rating: 800 · first AC: 2019-01-10 · last AC: 2019-04-06 · GNU C++11 (first AC) · Tags: implementation

[Tipa's solution](#)

- 65.**
381A
[Sereja and Dima](#) · [Tutorial](#)
Quality: 89,816 global accepts · Rating: 800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers
[Tipa's solution](#)
- 66.**
344A
[Magnets](#) · [Tutorial](#)
Quality: 153,327 global accepts · Rating: 800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Tipa's solution](#)
- 67.**
732A
[Buy a Shovel](#) · [Tutorial](#)
Quality: 88,833 global accepts · Rating: 800 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[Tipa's solution](#)
- 68.**
281A
[Word Capitalization](#) · [Tutorial](#)
Quality: 270,977 global accepts · Rating: 800 · first AC: 2019-01-10 · GNU C++11 (first AC) · Tags: implementation, strings
[Tipa's solution](#)
- 69.**
791A
[Bear and Big Brother](#) · [Tutorial](#)
Quality: 257,208 global accepts · Rating: 800 · first AC: 2018-09-14 · GNU C++11 (first AC) · Tags: implementation
[Tipa's solution](#)
- 70.**
1471A
[Strange Partition](#) · [Tutorial](#)
Quality: 38,205 global accepts · Rating: 900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[Tipa's solution](#)
- 71.**
1420A
[Cubes Sorting](#) · [Tutorial](#)
Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings
[Tipa's solution](#)
- 72.**
451A
[Game With Sticks](#) · [Tutorial](#)
Quality: 75,690 global accepts · Rating: 900 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Tipa's solution](#)
- 73.**
1350A
[Orac and Factors](#) · [Tutorial](#)
Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: math
[Tipa's solution](#)
- 74.**
1341A
[Nastya and Rice](#) · [Tutorial](#)
Quality: 30,429 global accepts · Rating: 900 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: math
[Tipa's solution](#)
- 75.**
1335B
[Construct the String](#) · [Tutorial](#)
Quality: 42,599 global accepts · Rating: 900 · first AC: 2020-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Tipa's solution](#)

76.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-04-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[Tipa's solution](#)

77.

313A

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

Quality: 65,042 global accepts · Rating: 900 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory
[Tipa's solution](#)

78.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,419 global accepts · Rating: 900 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[Tipa's solution](#)

79.

1206B

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

Quality: 29,510 global accepts · Rating: 900 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: dp, implementation
[Tipa's solution](#)

80.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,904 global accepts · Rating: 900 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: greedy
[Tipa's solution](#)

81.

205A

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

Quality: 25,226 global accepts · Rating: 900 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: brute force, implementation
[Tipa's solution](#)

82.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,026 global accepts · Rating: 900 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: greedy, sortings
[Tipa's solution](#)

83.

1175A

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

Quality: 19,766 global accepts · Rating: 900 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: implementation, math
[Tipa's solution](#)

84.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,693 global accepts · Rating: 900 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: implementation, math
[Tipa's solution](#)

85.

16B

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

Quality: 20,767 global accepts · Rating: 900 · first AC: 2019-05-07 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[Tipa's solution](#)

86.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,886 global accepts · Rating: 900 · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: implementation, strings
[Tipa's solution](#)

- 87.**
127A
[Wasted Time](#) · [Tutorial](#)
Quality: 12,591 global accepts · Rating: 900 · first AC: 2019-04-15 · GNU C++11 (first AC) · Tags: geometry
[Tipa's solution](#)
- 88.**
208A
[Dubstep](#) · [Tutorial](#)
Quality: 105,060 global accepts · Rating: 900 · first AC: 2019-04-15 · GNU C++11 (first AC) · Tags: strings
[Tipa's solution](#)
- 89.**
556A
[Case of the Zeros and Ones](#) · [Tutorial](#)
Quality: 46,389 global accepts · Rating: 900 · first AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Tipa's solution](#)
- 90.**
807A
[Is it rated?](#) · [Tutorial](#)
Quality: 23,248 global accepts · Rating: 900 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[Tipa's solution](#)
- 91.**
318A
[Even Odds](#) · [Tutorial](#)
Quality: 143,099 global accepts · Rating: 900 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[Tipa's solution](#)
- 92.**
160A
[Twins](#) · [Tutorial](#)
Quality: 143,713 global accepts · Rating: 900 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Tipa's solution](#)
- 93.**
768A
[Oath of the Night's Watch](#) · [Tutorial](#)
Quality: 30,842 global accepts · Rating: 900 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[Tipa's solution](#)
- 94.**
567A
[Lineland Mail](#) · [Tutorial](#)
Quality: 35,975 global accepts · Rating: 900 · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Tipa's solution](#)
- 95.**
709A
[Juicer](#) · [Tutorial](#)
Quality: 37,962 global accepts · Rating: 900 · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Tipa's solution](#)
- 96.**
474A
[Keyboard](#) · [Tutorial](#)
Quality: 54,683 global accepts · Rating: 900 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: implementation
[Tipa's solution](#)
- 97.**
1515B
[Phoenix and Puzzle](#) · [Tutorial](#)
Quality: 27,064 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory
[Tipa's solution](#)

- 98.**
1473B
[String LCM](#) · [Tutorial](#)
Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings
[Tipa's solution](#)
- 99.**
1469B
[Red and Blue](#) · [Tutorial](#)
Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[Tipa's solution](#)
- 100.**
1469A
[Regular Bracket Sequence](#) · [Tutorial](#)
Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Tipa's solution](#)
- 101.**
1450B
[Balls of Steel](#) · [Tutorial](#)
Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy
[Tipa's solution](#)
- 102.**
14B
[Young Photographer](#) · [Tutorial](#)
Quality: 8,305 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Tipa's solution](#)
- 103.**
234B
[Reading](#) · [Tutorial](#)
Quality: 7,696 global accepts · Rating: 1000 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[Tipa's solution](#)
- 104.**
182B
[Vasya's Calendar](#) · [Tutorial](#)
Quality: 7,364 global accepts · Rating: 1000 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Tipa's solution](#)
- 105.**
122B
[Lucky Substring](#) · [Tutorial](#)
Quality: 13,266 global accepts · Rating: 1000 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[Tipa's solution](#)
- 106.**
157B
[Trace](#) · [Tutorial](#)
Quality: 14,187 global accepts · Rating: 1000 · first AC: 2020-08-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings
[Tipa's solution](#)
- 107.**
265B
[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)
Quality: 17,924 global accepts · Rating: 1000 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Tipa's solution](#)
- 108.**
447B
[DZY Loves Strings](#) · [Tutorial](#)
Quality: 21,023 global accepts · Rating: 1000 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Tipa's solution](#)

109.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,639 global accepts · Rating: 1000 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tipa's solution](#)

110.

389A

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

Quality: 14,976 global accepts · Rating: 1000 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Tipa's solution](#)

111.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,278 global accepts · Rating: 1000 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Tipa's solution](#)

112.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Tipa's solution](#)

113.

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Tipa's solution](#)

114.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Tipa's solution](#)

115.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Tipa's solution](#)

116.

339B

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

Quality: 81,375 global accepts · Rating: 1000 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Tipa's solution](#)

117.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,583 global accepts · Rating: 1000 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Tipa's solution](#)

118.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,039 global accepts · Rating: 1000 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Tipa's solution](#)

119.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,796 global accepts · Rating: 1000 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: brute force, number theory

[Tipa's solution](#)

120.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,989 global accepts · Rating: 1000 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: greedy, strings

[Tipa's solution](#)

121.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Tipa's solution](#)

122.

766B

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

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2019-05-10 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[Tipa's solution](#)

123.

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2019-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Tipa's solution](#)

124.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,941 global accepts · Rating: 1000 · first AC: 2019-05-07 · GNU C++11 (first AC) · Tags: implementation

[Tipa's solution](#)

125.

699A

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

Quality: 18,842 global accepts · Rating: 1000 · first AC: 2019-04-21 · GNU C++11 (first AC) · Tags: implementation

[Tipa's solution](#)

126.

143A

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

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: brute force, math

[Tipa's solution](#)

127.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,197 global accepts · Rating: 1000 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: math

[Tipa's solution](#)

128.

742A

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

Quality: 51,982 global accepts · Rating: 1000 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Tipa's solution](#)

129.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: implementation

[Tipa's solution](#)

130.

43A

[Football](#) · [Tutorial](#)

Quality: 69,166 global accepts · Rating: 1000 · first AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Tipa's solution](#)

131.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,423 global accepts · Rating: 1000 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Tipa's solution](#)

132.

584A

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

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Tipa's solution](#)

133.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,360 global accepts · Rating: 1000 · first AC: 2018-09-17 · last AC: 2019-04-13 · GNU C++11 (first AC) · Tags: implementation, math

[Tipa's solution](#)

134.

766A

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

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2019-04-12 · Java 8 (first AC) · Tags: constructive algorithms, strings

[Tipa's solution](#)

135.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,830 global accepts · Rating: 1000 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Tipa's solution](#)

136.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,484 global accepts · Rating: 1000 · first AC: 2019-01-18 · GNU C++11 (first AC) · Tags: greedy, sortings

[Tipa's solution](#)

137.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Tipa's solution](#)

138.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Tipa's solution](#)

139.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Tipa's solution](#)

140.

103A

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

Quality: 6,573 global accepts · Rating: 1100 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Tipa's solution](#)

141.

192B

[Walking in the Rain](#) · [Tutorial](#)

Quality: 6,799 global accepts · Rating: 1100 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Tipa's solution](#)

142.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,924 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Tipa's solution](#)

143.

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Tipa's solution](#)

144.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Tipa's solution](#)

145.

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Tipa's solution](#)

146.

467B

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

Quality: 42,851 global accepts · Rating: 1100 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Tipa's solution](#)

147.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,027 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, shortest paths

[Tipa's solution](#)

148.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[Tipa's solution](#)

149.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Tipa's solution](#)

150.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Tipa's solution](#)

151.

1030B

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

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Tipa's solution](#)

152.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1100 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Tipa's solution](#)

153.

368B

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

Quality: 49,899 global accepts · Rating: 1100 · first AC: 2019-09-07 · GNU C++11 (first AC) · Tags: data structures, dp

[Tipa's solution](#)

154.

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2019-09-07 · GNU C++11 (first AC) · Tags: implementation, strings

[Tipa's solution](#)

155.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: greedy, implementation

[Tipa's solution](#)

156.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: greedy, number theory, sortings

[Tipa's solution](#)

157.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,661 global accepts · Rating: 1100 · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[Tipa's solution](#)

158.

116B

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

Quality: 14,614 global accepts · Rating: 1100 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: greedy, implementation

[Tipa's solution](#)

159.

365B

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

Quality: 15,370 global accepts · Rating: 1100 · first AC: 2019-07-13 · last AC: 2019-07-13 · GNU C++11 (first AC) · Tags: implementation

[Tipa's solution](#)

160.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Tipa's solution](#)

161.

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: greedy, sortings

[Tipa's solution](#)

162.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[Tipa's solution](#)

163.

362B

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

Quality: 14,732 global accepts · Rating: 1100 · first AC: 2019-05-24 · GNU C++11 (first AC) · Tags: implementation, sortings

[Tipa's solution](#)

164.

558A

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

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2019-05-24 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[Tipa's solution](#)

165.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2019-05-23 · GNU C++11 (first AC) · Tags: greedy, sortings

[Tipa's solution](#)

166.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,073 global accepts · Rating: 1100 · first AC: 2019-05-08 · GNU C++11 (first AC) · Tags: brute force, dp

[Tipa's solution](#)

167.

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,439 global accepts · Rating: 1100 · first AC: 2019-05-07 · GNU C++11 (first AC) · Tags: implementation

[Tipa's solution](#)

168.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,783 global accepts · Rating: 1100 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: sortings

[Tipa's solution](#)

169.

296A

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

Quality: 26,039 global accepts · Rating: 1100 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: greedy, math

[Tipa's solution](#)

170.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,984 global accepts · Rating: 1100 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: brute force, implementation

[Tipa's solution](#)

171.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,886 global accepts · Rating: 1100 · first AC: 2019-04-17 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[Tipa's solution](#)

172.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Tipa's solution](#)

173.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[Tipa's solution](#)

174.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,502 global accepts · Rating: 1100 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Tipa's solution](#)

175.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2019-01-29 · last AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tipa's solution](#)

176.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Tipa's solution](#)

177.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings

[Tipa's solution](#)

178.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation

[Tipa's solution](#)

179.

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Tipa's solution](#)

180.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tipa's solution](#)

181.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,811 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Tipa's solution](#)

182.

143B

[Help Kingdom of Far Far Away 2](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1200 · first AC: 2020-09-01 · last AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Tipa's solution](#)

183.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Tipa's solution](#)

184.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Tipa's solution](#)

185.

408B

[Garland](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1200 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tipa's solution](#)

186.

366B

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

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Tipa's solution](#)

187.

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tipa's solution](#)

188.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,260 global accepts · Rating: 1200 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Tipa's solution](#)

189.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tipa's solution](#)

190.

454B

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

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tipa's solution](#)

191.

88A

[Chord](#) · [Tutorial](#)

Quality: 4,089 global accepts · Rating: 1200 · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Tipa's solution](#)

192.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Tipa's solution](#)

193.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Tipa's solution](#)

194.

459A

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

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tipa's solution](#)

195.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tipa's solution](#)

196.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2020-04-28 · Python 3 (first AC) · Tags: math, number theory

[Tipa's solution](#)

197.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1200 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Tipa's solution](#)

198.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,952 global accepts · Rating: 1200 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[Tipa's solution](#)

199.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

[Tipa's solution](#)

200.

151B

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,862 global accepts · Rating: 1200 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Tipa's solution](#)

201.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Tipa's solution](#)

202.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2019-12-30 · last AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Tipa's solution](#)

203.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,905 global accepts · Rating: 1200 · first AC: 2019-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Tipa's solution](#)

204.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,334 global accepts · Rating: 1200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Tipa's solution](#)

205.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Tipa's solution](#)

206.

285C

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

Quality: 26,333 global accepts · Rating: 1200 · first AC: 2019-09-07 · last AC: 2019-09-07 · GNU C++11 (first AC) · Tags: greedy,

implementation, sortings

[Tipa's solution](#)

207.

445A

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

Quality: 33,667 global accepts · Rating: 1200 · first AC: 2019-09-07 · GNU C++11 (first AC) · Tags: dfs and similar, implementation

[Tipa's solution](#)

208.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2019-09-07 · GNU C++11 (first AC) · Tags: brute force, graphs, math

[Tipa's solution](#)

209.

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2019-09-07 · GNU C++11 (first AC) · Tags: implementation

[Tipa's solution](#)

210.

625B

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

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2019-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Tipa's solution](#)

211.

701B

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

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: data structures, math

[Tipa's solution](#)

212.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Tipa's solution](#)

213.

342A

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

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: greedy, implementation

[Tipa's solution](#)

214.

262B

[Roma and Changing Signs](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: greedy

[Tipa's solution](#)

215.

186B

[Growing Mushrooms](#) · [Tutorial](#)

Quality: 6,178 global accepts · Rating: 1200 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: greedy, sortings

[Tipa's solution](#)

216.

400B

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

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: brute force, implementation, schedules

[Tipa's solution](#)

217.

714B

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

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: implementation, sortings

[Tipa's solution](#)

218.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2019-06-02 · GNU C++11 (first AC) · Tags: data structures, implementation

[Tipa's solution](#)

219.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1200 · first AC: 2019-06-02 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[Tipa's solution](#)

220.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2019-05-30 · GNU C++11 (first AC) · Tags: greedy, sortings

[Tipa's solution](#)

221.

254A

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

Quality: 7,736 global accepts · Rating: 1200 · first AC: 2019-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Tipa's solution](#)

222.

940A

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

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2019-05-30 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[Tipa's solution](#)

223.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2019-05-29 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Tipa's solution](#)

224.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,120 global accepts · Rating: 1200 · first AC: 2019-05-29 · GNU C++11 (first AC) · Tags: sortings, two pointers

[Tipa's solution](#)

225.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2019-05-29 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings

[Tipa's solution](#)

226.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2019-05-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[Tipa's solution](#)

227.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2019-05-24 · GNU C++11 (first AC) · Tags: sortings

[Tipa's solution](#)

228.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-05-23 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[Tipa's solution](#)

229.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2019-05-21 · GNU C++11 (first AC) · Tags: greedy, sortings

[Tipa's solution](#)

230.

612B

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

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2019-05-16 · GNU C++11 (first AC) · Tags: implementation, math

[Tipa's solution](#)

231.

439B

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

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2019-05-08 · GNU C++11 (first AC) · Tags: implementation, sortings

[Tipa's solution](#)

232.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,348 global accepts · Rating: 1200 · first AC: 2019-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Tipa's solution](#)

233.

492B

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

Quality: 90,187 global accepts · Rating: 1200 · first AC: 2019-05-07 · GNU C++11 (first AC) · Tags: binary search, implementation, math, sortings

[Tipa's solution](#)

234.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,314 global accepts · Rating: 1200 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: greedy, implementation

[Tipa's solution](#)

235.

433B

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

Quality: 53,862 global accepts · Rating: 1200 · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[Tipa's solution](#)

236.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Tipa's solution](#)

237.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Tipa's solution](#)

238.

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Tipa's solution](#)

239.

1471C

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

Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Tipa's solution](#)

240.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Tipa's solution](#)

241.

56B

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

Quality: 4,024 global accepts · Rating: 1300 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Tipa's solution](#)

242.

99B

[Help Chef Gerasim](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1300 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Tipa's solution](#)

243.

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[Tipa's solution](#)

244.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1300 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[Tipa's solution](#)

245.

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Tipa's solution](#)

246.

189B

[Counting Rhombi](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1300 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Tipa's solution](#)

247.

195B

[After Training](#) · [Tutorial](#)

Quality: 5,512 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[Tipa's solution](#)

248.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[Tipa's solution](#)

249.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2020-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Tipa's solution](#)

250.

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2020-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tipa's solution](#)

251.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation

[Tipa's solution](#)

252.

508B

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

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[Tipa's solution](#)

253.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Tipa's solution](#)

254.

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,659 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Tipa's solution](#)

255.

437A

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

Quality: 9,360 global accepts · Rating: 1300 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tipa's solution](#)

256.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,879 global accepts · Rating: 1300 · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Tipa's solution](#)

257.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,270 global accepts · Rating: 1300 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Tipa's solution](#)

258.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Tipa's solution](#)

259.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 1300 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Tipa's solution](#)

260.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,518 global accepts · Rating: 1300 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Tipa's solution](#)

261.

519C

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

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Tipa's solution](#)

262.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 1300 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Tipa's solution](#)

263.

304C

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

Rating: 1300 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Tipa's solution](#)

264.

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, math

[Tipa's solution](#)

265.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Tipa's solution](#)

266.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[Tipa's solution](#)

267.

276B

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

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Tipa's solution](#)

268.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,343 global accepts · Rating: 1300 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, two pointers

[Tipa's solution](#)

269.

450B

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

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Tipa's solution](#)

270.

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2019-09-08 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Tipa's solution](#)

271.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,262 global accepts · Rating: 1300 · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Tipa's solution](#)

272.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1300 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: greedy

[Tipa's solution](#)

273.

246B

[Increase and Decrease](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1300 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: greedy, math

[Tipa's solution](#)

274.

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2019-08-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[Tipa's solution](#)

275.

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: combinatorics, implementation

[Tipa's solution](#)

276.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,824 global accepts · Rating: 1300 · first AC: 2019-08-10 · GNU C++11 (first AC) · Tags: binary search, implementation, math, number theory

[Tipa's solution](#)

277.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2019-08-09 · GNU C++11 (first AC) · Tags: greedy, two pointers

[Tipa's solution](#)

278.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1300 · first AC: 2019-08-06 · GNU C++11 (first AC) · Tags: math, number theory

[Tipa's solution](#)

279.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: implementation, number theory

[Tipa's solution](#)

280.

144B

[Meeting](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1300 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: implementation

[Tipa's solution](#)

281.

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: implementation, sortings

[Tipa's solution](#)

282.

152B

[Steps](#) · [Tutorial](#)

Quality: 7,388 global accepts · Rating: 1300 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: binary search, implementation

[Tipa's solution](#)

283.

215B

[Olympic Medal](#) · [Tutorial](#)

Quality: 5,977 global accepts · Rating: 1300 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: greedy, math

[Tipa's solution](#)

284.

476B

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

Quality: 37,022 global accepts · Rating: 1300 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[Tipa's solution](#)

285.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2019-05-30 · GNU C++11 (first AC) · Tags: greedy, sortings

[Tipa's solution](#)

286.

600B

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

Quality: 39,163 global accepts · Rating: 1300 · first AC: 2019-05-29 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[Tipa's solution](#)

287.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,869 global accepts · Rating: 1300 · first AC: 2019-05-28 · GNU C++11 (first AC) · Tags: implementation, sortings

[Tipa's solution](#)

288.

459B

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

Quality: 47,490 global accepts · Rating: 1300 · first AC: 2019-05-28 · GNU C++11 (first AC) · Tags: combinatorics, implementation, sortings

[Tipa's solution](#)

289.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2019-05-10 · GNU C++11 (first AC) · Tags: implementation

[Tipa's solution](#)

290.

96B

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

Quality: 19,102 global accepts · Rating: 1300 · first AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[Tipa's solution](#)

291.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Tipa's solution](#)

292.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Tipa's solution](#)

293.

41B

[Martian Dollar](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Tipa's solution](#)

294.

197B

[Limit](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1400 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[Tipa's solution](#)

295.

228B

[Two Tables](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 1400 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Tipa's solution](#)

296.

205B

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

Quality: 6,477 global accepts · Rating: 1400 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Tipa's solution](#)

297.

219B

[Special Offer! Super Price 999 Bourles!](#) · [Tutorial](#)

Quality: 6,150 global accepts · Rating: 1400 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tipa's solution](#)

298.

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[Tipa's solution](#)

299.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2020-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[Tipa's solution](#)

300.

357B

[Flag Day](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1400 · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Tipa's solution](#)

301.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,629 global accepts · Rating: 1400 · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, implementation, math

[Tipa's solution](#)

302.

279B

[Books](#) · [Tutorial](#)

Quality: 72,428 global accepts · Rating: 1400 · first AC: 2020-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Tipa's solution](#)

303.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,685 global accepts · Rating: 1400 · first AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Tipa's solution](#)

304.

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[Tipa's solution](#)

305.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[Tipa's solution](#)

306.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Tipa's solution](#)

307.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Tipa's solution](#)

308.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Tipa's solution](#)

309.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, games

[Tipa's solution](#)

310.

515C

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

Quality: 28,708 global accepts · Rating: 1400 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Tipa's solution](#)

311.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Tipa's solution](#)

312.

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Tipa's solution](#)

313.

441B

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

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Tipa's solution](#)

314.

315A

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

Quality: 12,294 global accepts · Rating: 1400 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Tipa's solution](#)

315.

289B

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

Quality: 18,963 global accepts · Rating: 1400 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[Tipa's solution](#)

316.

493B

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

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2019-08-23 · last AC: 2019-08-23 · GNU C++11 (first AC) · Tags: implementation

[Tipa's solution](#)

317.

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Tipa's solution](#)

318.

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1400 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: implementation, math

[Tipa's solution](#)

319.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[Tipa's solution](#)

320.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,447 global accepts · Rating: 1400 · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[Tipa's solution](#)

321.

369B

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2019-08-15 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[Tipa's solution](#)

322.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2019-08-10 · GNU C++11 (first AC) · Tags: geometry, math

[Tipa's solution](#)

323.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2018-09-14 · last AC: 2019-08-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Tipa's solution](#)

324.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,314 global accepts · Rating: 1400 · first AC: 2019-08-09 · GNU C++11 (first AC) · Tags: implementation, strings

[Tipa's solution](#)

325.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2019-06-02 · GNU C++11 (first AC) · Tags: implementation, sortings

[Tipa's solution](#)

326.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,990 global accepts · Rating: 1400 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Tipa's solution](#)

327.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,897 global accepts · Rating: 1400 · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tipa's solution](#)

328.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Tipa's solution](#)

329.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Tipa's solution](#)

330.

88C

[Trains](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Tipa's solution](#)

331.

75B

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

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation, strings

[Tipa's solution](#)

332.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Tipa's solution](#)

333.

29B

[Traffic Lights](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1500 · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Tipa's solution](#)

334.

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Tipa's solution](#)

335.

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs

[Tipa's solution](#)

336.

254B

[Jury Size](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 1500 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Tipa's solution](#)

337.

374B

[Inna and Nine](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1500 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[Tipa's solution](#)

338.

231B

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

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Tipa's solution](#)

339.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Tipa's solution](#)

340.

342B

[Xenia and Spies](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1500 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Tipa's solution](#)

341.

437B

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

Quality: 10,449 global accepts · Rating: 1500 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, sortings

[Tipa's solution](#)

342.

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Tipa's solution](#)

343.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,959 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[Tipa's solution](#)

344.

460B

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

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Tipa's solution](#)

345.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,462 global accepts · Rating: 1500 · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: combinatorics, strings

[Tipa's solution](#)

346.

415B

[Mashmikh and Tokens](#) · [Tutorial](#)

Quality: 6,692 global accepts · Rating: 1500 · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, math
[Tipa's solution](#)

347.

791B

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

Rating: 1500 · first AC: 2019-08-15 · last AC: 2019-08-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs
[Tipa's solution](#)

348.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,669 global accepts · Rating: 1500 · first AC: 2019-08-06 · GNU C++11 (first AC) · Tags: combinatorics
[Tipa's solution](#)

349.

148B

[Escape](#) · [Tutorial](#)

Quality: 6,015 global accepts · Rating: 1500 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: implementation, math
[Tipa's solution](#)

350.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,924 global accepts · Rating: 1500 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers
[Tipa's solution](#)

351.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers
[Tipa's solution](#)

352.

149B

[Martian Clock](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 1600 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Tipa's solution](#)

353.

244B

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

Quality: 4,931 global accepts · Rating: 1600 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar
[Tipa's solution](#)

354.

225B

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

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, number theory
[Tipa's solution](#)

355.

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[Tipa's solution](#)

356.

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Tipa's solution](#)

357.

453A

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

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: probabilities

[Tipa's solution](#)

358.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,197 global accepts · Rating: 1600 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Tipa's solution](#)

359.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Tipa's solution](#)

360.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Tipa's solution](#)

361.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[Tipa's solution](#)

362.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Tipa's solution](#)

363.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Tipa's solution](#)

364.

275B

[Convex Shape](#) · [Tutorial](#)

Quality: 3,049 global accepts · Rating: 1700 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Tipa's solution](#)

365.

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,029 global accepts · Rating: 1700 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[Tipa's solution](#)

366.

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 1700 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two

pointers

[Tipa's solution](#)

367.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Tipa's solution](#)

368.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Tipa's solution](#)

369.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Tipa's solution](#)

370.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[Tipa's solution](#)

371.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Tipa's solution](#)

372.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Tipa's solution](#)

373.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Tipa's solution](#)

374.

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Tipa's solution](#)

375.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Tipa's solution](#)

376.

1471D

[Strange Definition](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Tipa's solution](#)

377.

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[Tipa's solution](#)

378.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Tipa's solution](#)

379.

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[Tipa's solution](#)

380.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Tipa's solution](#)

381.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Tipa's solution](#)

382.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[Tipa's solution](#)

383.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Tipa's solution](#)

384.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Tipa's solution](#)

385.

1534F1

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

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Tipa's solution](#)

386.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, dsu, graphs, greedy, trees

[Tipa's solution](#)

387.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[Tipa's solution](#)

388.

2081C

[Quaternary Matrix](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[Tipa's solution](#)

389.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Tipa's solution](#)

390.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: flows, math

[Tipa's solution](#)

391.

393B

[Three matrices](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: — · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tipa's solution](#)

392.

393A

[Nineteen](#) · [Tutorial](#)

Quality: 6,992 global accepts · Rating: — · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tipa's solution](#)

393.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-20 · C++14 (GCC 6-32) (first AC) · Tags: *special, math, number theory

[Tipa's solution](#)

394.

101257D

[!Hasan](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Tipa's solution](#)