

[CF Elite Tracker](#)

<https://cfelitetracker.vercel.app>

Unique solved — Um_nik

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

Sort: Problem rating · easier first

Filters: none

Count: 4,567

1.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,540 global accepts · Rating: 800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Um_nik's solution](#)

2.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,740 global accepts · Rating: 800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Um_nik's solution](#)

3.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Um_nik's solution](#)

4.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: 800 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[Um_nik's solution](#)

5.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation, math

[Um_nik's solution](#)

6.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,369 global accepts · Rating: 800 · first AC: 2025-10-13 · Python 3 (first AC) · Tags: greedy, sortings

[Um_nik's solution](#)

7.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,162 global accepts · Rating: 800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Um_nik's solution](#)

8.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

9.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[Um_nik's solution](#)

10.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,681 global accepts · Rating: 800 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Um_nik's solution](#)

11.

2137A

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 35,311 global accepts · Rating: 800 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Um_nik's solution](#)

12.

2131B

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

Quality: 30,954 global accepts · Rating: 800 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Um_nik's solution](#)

13.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,866 global accepts · Rating: 800 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[Um_nik's solution](#)

14.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Um_nik's solution](#)

15.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Um_nik's solution](#)

16.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,200 global accepts · Rating: 800 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Um_nik's solution](#)

17.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,911 global accepts · Rating: 800 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Um_nik's solution](#)

18.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,691 global accepts · Rating: 800 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Um_nik's solution](#)

19.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Um_nik's solution](#)

20.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Um_nik's solution](#)

21.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Um_nik's solution](#)

22.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,909 global accepts · Rating: 800 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Um_nik's solution](#)

23.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Um_nik's solution](#)

24.

2064A

[Brogramming Contest](#) · [Tutorial](#)

Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Um_nik's solution](#)

25.

2061A

[Kevin and Arithmetic](#) · [Tutorial](#)

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[Um_nik's solution](#)

26.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,261 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math
[Um_nik's solution](#)

27.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[Um_nik's solution](#)

28.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Um_nik's solution](#)

29.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Um_nik's solution](#)

30.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[Um_nik's solution](#)

31.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[Um_nik's solution](#)

32.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

33.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

34.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,379 global accepts · Rating: 800 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[Um_nik's solution](#)

35.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Um_nik's solution](#)

36.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,234 global accepts · Rating: 800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[Um_nik's solution](#)

37.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,945 global accepts · Rating: 800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Um_nik's solution](#)

38.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Um_nik's solution](#)

39.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Um_nik's solution](#)

40.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)

41.

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Um_nik's solution](#)

42.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Um_nik's solution](#)

43.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Um_nik's solution](#)

44.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Um_nik's solution](#)

45.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Um_nik's solution](#)

46.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: strings
[Um_nik's solution](#)

47.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,627 global accepts · Rating: 800 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[Um_nik's solution](#)

48.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,301 global accepts · Rating: 800 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Um_nik's solution](#)

49.

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[Um_nik's solution](#)

50.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Um_nik's solution](#)

51.

1867A

[green gold dog, array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[Um_nik's solution](#)

52.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Um_nik's solution](#)

53.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, math

[Um_nik's solution](#)

54.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,341 global accepts · Rating: 800 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Um_nik's solution](#)

55.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,409 global accepts · Rating: 800 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Um_nik's solution](#)

56.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Um_nik's solution](#)

57.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Um_nik's solution](#)

58.

1845A

[Forbidden Integer](#) · [Tutorial](#)

Quality: 47,347 global accepts · Rating: 800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Um_nik's solution](#)

59.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Um_nik's solution](#)

60.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Um_nik's solution](#)

61.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Um_nik's solution](#)

62.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Um_nik's solution](#)

63.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Um_nik's solution](#)

64.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,450 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Um_nik's solution](#)

65.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Um_nik's solution](#)

66.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Um_nik's solution](#)

67.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Um_nik's solution](#)

68.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Um_nik's solution](#)

69.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Um_nik's solution](#)

70.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Um_nik's solution](#)

71.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings, two pointers

[Um_nik's solution](#)

72.

1789A

[Serval and Mocha's Array](#) · [Tutorial](#)

Quality: 32,967 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Um_nik's solution](#)

73.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Um_nik's solution](#)

74.

1793A

[Yet Another Promotion](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Um_nik's solution](#)

75.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,994 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Um_nik's solution](#)

76.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Um_nik's solution](#)

77.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Um_nik's solution](#)

78.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,975 global accepts · Rating: 800 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Um_nik's solution](#)

79.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,010 global accepts · Rating: 800 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Um_nik's solution](#)

80.

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Um_nik's solution](#)

81.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Um_nik's solution](#)

82.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Um_nik's solution](#)

83.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Um_nik's solution](#)

84.

1763A

[Absolute Maximization](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Um_nik's solution](#)

85.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,531 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Um_nik's solution](#)

86.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[Um_nik's solution](#)

87.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[Um_nik's solution](#)

88.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,557 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Um_nik's solution](#)

89.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Um_nik's solution](#)

90.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Um_nik's solution](#)

91.

1758A

[SSeeeeeinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[Um_nik's solution](#)

92.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,313 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[Um_nik's solution](#)

93.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Um_nik's solution](#)

94.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[Um_nik's solution](#)

95.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings
[Um_nik's solution](#)

96.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Um_nik's solution](#)

97.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Um_nik's solution](#)

98.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Um_nik's solution](#)

99.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)

100.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Um_nik's solution](#)

101.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Um_nik's solution](#)

102.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Um_nik's solution](#)

103.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[Um_nik's solution](#)

104.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Um_nik's solution](#)

105.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Um_nik's solution](#)

106.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Um_nik's solution](#)

107.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,595 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Um_nik's solution](#)

108.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Um_nik's solution](#)

109.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Um_nik's solution](#)

110.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Um_nik's solution](#)

111.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Um_nik's solution](#)

112.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,208 global accepts · Rating: 800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Um_nik's solution](#)

113.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Um_nik's solution](#)

114.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings

[Um_nik's solution](#)

115.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,995 global accepts · Rating: 800 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Um_nik's solution](#)

116.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Um_nik's solution](#)

117.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, math
[Um_nik's solution](#)

118.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Um_nik's solution](#)

119.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Um_nik's solution](#)

120.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Um_nik's solution](#)

121.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Um_nik's solution](#)

122.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers
[Um_nik's solution](#)

123.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: math
[Um_nik's solution](#)

124.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Um_nik's solution](#)

125.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[Um_nik's solution](#)

126.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Um_nik's solution](#)

127.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[Um_nik's solution](#)

128.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Um_nik's solution](#)

129.

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[Um_nik's solution](#)

130.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Um_nik's solution](#)

131.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[Um_nik's solution](#)

132.

1544B

[Putting Plates](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)

133.

1544A

[Binary Decimal](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[Um_nik's solution](#)

134.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,634 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[Um_nik's solution](#)

135.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Um_nik's solution](#)

136.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,153 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Um_nik's solution](#)

137.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Um_nik's solution](#)

138.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,122 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Um_nik's solution](#)

139.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Um_nik's solution](#)

140.

1519A

[Red and Blue Beans](#) · [Tutorial](#)

Quality: 30,560 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[Um_nik's solution](#)

141.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Um_nik's solution](#)

142.

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Um_nik's solution](#)

143.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Um_nik's solution](#)

144.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Um_nik's solution](#)

145.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,091 global accepts · Rating: 800 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Um_nik's solution](#)

146.

1491A

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

Quality: 19,028 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Um_nik's solution](#)

147.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[Um_nik's solution](#)

148.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Um_nik's solution](#)

149.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Um_nik's solution](#)

150.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

[Um_nik's solution](#)

151.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Um_nik's solution](#)

152.

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Um_nik's solution](#)

153.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Um_nik's solution](#)

154.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[Um_nik's solution](#)

155.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[Um_nik's solution](#)

156.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)

157.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[Um_nik's solution](#)

158.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,789 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Um_nik's solution](#)

159.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Um_nik's solution](#)

160.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Um_nik's solution](#)

161.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,876 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Um_nik's solution](#)

162.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,470 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Um_nik's solution](#)

163.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Um_nik's solution](#)

164.

1328A

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

Quality: 131,903 global accepts · Rating: 800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Um_nik's solution](#)

165.

1325B

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

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

166.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,203 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Um_nik's solution](#)

167.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Um_nik's solution](#)

168.

1305A

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

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

[Um_nik's solution](#)

169.

1307A

[Cow and Haybales](#) · [Tutorial](#)

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

[Um_nik's solution](#)

170.

1285A

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

Quality: 29,889 global accepts · Rating: 800 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[Um_nik's solution](#)

171.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Um_nik's solution](#)

172.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[Um_nik's solution](#)

173.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,798 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[Um_nik's solution](#)

174.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Um_nik's solution](#)

175.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[Um_nik's solution](#)

176.

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Um_nik's solution](#)

177.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Um_nik's solution](#)

178.

1097A

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

Quality: 43,805 global accepts · Rating: 800 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[Um_nik's solution](#)

179.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[Um_nik's solution](#)

180.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[Um_nik's solution](#)

181.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: math
[Um_nik's solution](#)

182.

1056A

[Determine Line](#) · [Tutorial](#)

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

[Um_nik's solution](#)

183.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation, math

[Um_nik's solution](#)

184.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: implementation

[Um_nik's solution](#)

185.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: brute force

[Um_nik's solution](#)

186.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Um_nik's solution](#)

187.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: implementation

[Um_nik's solution](#)

188.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Um_nik's solution](#)

189.

987A

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

Quality: 17,502 global accepts · Rating: 800 · first AC: 2018-05-31 · Python 3 (first AC) · Tags: implementation

[Um_nik's solution](#)

190.

959A

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

Quality: 55,668 global accepts · Rating: 800 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: games, math

[Um_nik's solution](#)

191.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)

192.

855A

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

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

[Um_nik's solution](#)

193.

859A

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

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

194.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Um_nik's solution](#)

195.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[Um_nik's solution](#)

196.

832A

[Sasha and Sticks](#) · [Tutorial](#)

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

[Um_nik's solution](#)

197.

822A

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

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

[Um_nik's solution](#)

198.

802G1

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

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

[Um_nik's solution](#)

199.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Um_nik's solution](#)

200.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory

[Um_nik's solution](#)

201.

750A

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

Quality: 92,558 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[Um_nik's solution](#)

202.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,084 global accepts · Rating: 800 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[Um_nik's solution](#)

203.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,933 global accepts · Rating: 800 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Um_nik's solution](#)

204.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,527 global accepts · Rating: 800 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: implementation, strings

[Um_nik's solution](#)

205.

723A

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

Quality: 100,713 global accepts · Rating: 800 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[Um_nik's solution](#)

206.

721A

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

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: implementation

[Um_nik's solution](#)

207.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[Um_nik's solution](#)

208.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,586 global accepts · Rating: 800 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation

[Um_nik's solution](#)

209.

678A

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

Quality: 15,164 global accepts · Rating: 800 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math

[Um_nik's solution](#)

210.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,579 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation

[Um_nik's solution](#)

211.

676A

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

Quality: 14,699 global accepts · Rating: 800 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Um_nik's solution](#)

212.

629A

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

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

[Um_nik's solution](#)

213.

630A

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

Quality: 93,508 global accepts · Rating: 800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: number theory

[Um_nik's solution](#)

214.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation

[Um_nik's solution](#)

215.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,125 global accepts · Rating: 800 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: math

[Um_nik's solution](#)

216.

620A

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

Quality: 14,347 global accepts · Rating: 800 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation, math

[Um_nik's solution](#)

217.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,424 global accepts · Rating: 800 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Um_nik's solution](#)

218.

581A

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

Quality: 84,957 global accepts · Rating: 800 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: implementation, math

[Um_nik's solution](#)

219.

551A

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

Quality: 17,859 global accepts · Rating: 800 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[Um_nik's solution](#)

220.

546A

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

Quality: 235,199 global accepts · Rating: 800 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Um_nik's solution](#)

221.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: implementation

[Um_nik's solution](#)

222.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, math

[Um_nik's solution](#)

223.

472A

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

Quality: 70,772 global accepts · Rating: 800 · first AC: 2014-09-28 · MS C++ (first AC) · Tags: math, number theory

[Um_nik's solution](#)

224.

467A

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

Quality: 155,936 global accepts · Rating: 800 · first AC: 2014-09-18 · MS C++ (first AC) · Tags: implementation

[Um_nik's solution](#)

225.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,236 global accepts · Rating: 800 · first AC: 2014-05-02 · MS C++ (first AC) · Tags: implementation

[Um_nik's solution](#)

226.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,102 global accepts · Rating: 800 · first AC: 2014-04-14 · MS C++ (first AC) · Tags: *special, implementation

[Um_nik's solution](#)

227.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,342 global accepts · Rating: 800 · first AC: 2013-08-26 · FPC (first AC) · Tags: greedy, implementation, sortings, strings

[Um_nik's solution](#)

228.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,276 global accepts · Rating: 800 · first AC: 2013-03-13 · FPC (first AC) · Tags: implementation

[Um_nik's solution](#)

229.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,731 global accepts · Rating: 800 · first AC: 2013-02-11 · FPC (first AC) · Tags: brute force

[Um_nik's solution](#)

230.

268A

[Games](#) · [Tutorial](#)

Quality: 104,204 global accepts · Rating: 800 · first AC: 2013-01-28 · FPC (first AC) · Tags: brute force

[Um_nik's solution](#)

231.

245A

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

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

[Um_nik's solution](#)

232.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,021 global accepts · Rating: 800 · first AC: 2012-10-21 · FPC (first AC) · Tags: brute force, implementation, strings

[Um_nik's solution](#)

233.

233A

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

Quality: 49,149 global accepts · Rating: 800 · first AC: 2012-10-11 · FPC (first AC) · Tags: implementation, math

[Um_nik's solution](#)

234.

231A

[Team](#) · [Tutorial](#)

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

[Um_nik's solution](#)

235.

228A

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

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

[Um_nik's solution](#)

236.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,865 global accepts · Rating: 900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Um_nik's solution](#)

237.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,463 global accepts · Rating: 900 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Um_nik's solution](#)

238.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Um_nik's solution](#)

239.

2005A

[Simple Palindrome](#) · [Tutorial](#)

Quality: 26,245 global accepts · Rating: 900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Um_nik's solution](#)

240.

1992C

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

Quality: 33,257 global accepts · Rating: 900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Um_nik's solution](#)

241.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,538 global accepts · Rating: 900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[Um_nik's solution](#)

242.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Um_nik's solution](#)

243.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Um_nik's solution](#)

244.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Um_nik's solution](#)

245.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[Um_nik's solution](#)

246.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[Um_nik's solution](#)

247.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy
[Um_nik's solution](#)

248.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[Um_nik's solution](#)

249.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Um_nik's solution](#)

250.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Um_nik's solution](#)

251.

1771A

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

Quality: 25,301 global accepts · Rating: 900 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
[Um_nik's solution](#)

252.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Um_nik's solution](#)

253.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Um_nik's solution](#)

254.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Um_nik's solution](#)

255.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[Um_nik's solution](#)

256.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Um_nik's solution](#)

257.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,842 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation
[Um_nik's solution](#)

258.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation

[Um_nik's solution](#)

259.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,322 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Um_nik's solution](#)

260.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,894 global accepts · Rating: 900 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Um_nik's solution](#)

261.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Um_nik's solution](#)

262.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,200 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[Um_nik's solution](#)

263.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

[Um_nik's solution](#)

264.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Um_nik's solution](#)

265.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[Um_nik's solution](#)

266.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Um_nik's solution](#)

267.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[Um_nik's solution](#)

268.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Um_nik's solution](#)

269.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Um_nik's solution](#)

270.

1282A

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

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Um_nik's solution](#)

271.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

272.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Um_nik's solution](#)

273.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Um_nik's solution](#)

274.

1175A

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

Quality: 19,766 global accepts · Rating: 900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Um_nik's solution](#)

275.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[Um_nik's solution](#)

276.

1110A

[Parity](#) · [Tutorial](#)

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

[Um_nik's solution](#)

277.

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Um_nik's solution](#)

278.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: graphs

[Um_nik's solution](#)

279.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Um_nik's solution](#)

280.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: implementation

[Um_nik's solution](#)

281.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Um_nik's solution](#)

282.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, math

[Um_nik's solution](#)

283.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Um_nik's solution](#)

284.

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Um_nik's solution](#)

285.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Um_nik's solution](#)

286.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[Um_nik's solution](#)

287.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation

[Um_nik's solution](#)

288.

580A

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

Quality: 104,684 global accepts · Rating: 900 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[Um_nik's solution](#)

289.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,975 global accepts · Rating: 900 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

290.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

[Um_nik's solution](#)

291.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: implementation

[Um_nik's solution](#)

292.

439A

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

Quality: 26,622 global accepts · Rating: 900 · first AC: 2014-06-04 · MS C++ (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

293.

424A

[Squats](#) · [Tutorial](#)

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

[Um_nik's solution](#)

294.

313A

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

Quality: 65,042 global accepts · Rating: 900 · first AC: 2013-05-30 · FPC (first AC) · Tags: implementation, number theory

[Um_nik's solution](#)

295.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,064 global accepts · Rating: 900 · first AC: 2013-02-24 · FPC (first AC) · Tags: implementation

[Um_nik's solution](#)

296.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 900 · first AC: 2012-11-21 · FPC (first AC) · Tags: constructive algorithms, greedy, sortings

[Um_nik's solution](#)

297.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,395 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Um_nik's solution](#)

298.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Um_nik's solution](#)

299.

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Um_nik's solution](#)

300.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Um_nik's solution](#)

301.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,881 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Um_nik's solution](#)

302.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Um_nik's solution](#)

303.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Um_nik's solution](#)

304.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,747 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Um_nik's solution](#)

305.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Um_nik's solution](#)

306.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Um_nik's solution](#)

307.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[Um_nik's solution](#)

308.

1876A

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

Quality: 34,918 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Um_nik's solution](#)

309.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Um_nik's solution](#)

310.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,898 global accepts · Rating: 1000 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Um_nik's solution](#)

311.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Um_nik's solution](#)

312.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[Um_nik's solution](#)

313.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Um_nik's solution](#)

314.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Um_nik's solution](#)

315.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

316.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Um_nik's solution](#)

317.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Um_nik's solution](#)

318.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Um_nik's solution](#)

319.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)

320.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Um_nik's solution](#)

321.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Um_nik's solution](#)

322.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,885 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Um_nik's solution](#)

323.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,917 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[Um_nik's solution](#)

324.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,312 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[Um_nik's solution](#)

325.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[Um_nik's solution](#)

326.

1515B

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

Quality: 27,066 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory
[Um_nik's solution](#)

327.

1474B

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

Quality: 40,330 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[Um_nik's solution](#)

328.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[Um_nik's solution](#)

329.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Um_nik's solution](#)

330.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy
[Um_nik's solution](#)

331.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[Um_nik's solution](#)

332.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,848 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: math
[Um_nik's solution](#)

333.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Um_nik's solution](#)

334.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

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

[Um_nik's solution](#)

335.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Um_nik's solution](#)

336.

1266B

[Dice Tower](#) · [Tutorial](#)

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

[Um_nik's solution](#)

337.

1266A

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

Quality: 17,513 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[Um_nik's solution](#)

338.

1253A

[Single Push](#) · [Tutorial](#)

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

[Um_nik's solution](#)

339.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

340.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Um_nik's solution](#)

341.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Um_nik's solution](#)

342.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · last AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Um_nik's solution](#)

343.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

344.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings
[Um_nik's solution](#)

345.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: implementation
[Um_nik's solution](#)

346.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation
[Um_nik's solution](#)

347.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: implementation
[Um_nik's solution](#)

348.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: math
[Um_nik's solution](#)

349.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: implementation, strings
[Um_nik's solution](#)

350.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: sortings
[Um_nik's solution](#)

351.

859B

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

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[Um_nik's solution](#)

352.

822B

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

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

353.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[Um_nik's solution](#)

354.

757A

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

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

355.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation

[Um_nik's solution](#)

356.

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation

[Um_nik's solution](#)

357.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: math

[Um_nik's solution](#)

358.

670B

[Game of Robots](#) · [Tutorial](#)

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

[Um_nik's solution](#)

359.

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

[Um_nik's solution](#)

360.

652B

[z-sort](#) · [Tutorial](#)

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

[Um_nik's solution](#)

361.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[Um_nik's solution](#)

362.

637A

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

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, implementation

[Um_nik's solution](#)

363.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[Um_nik's solution](#)

364.

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation

[Um_nik's solution](#)

365.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,555 global accepts · Rating: 1000 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: combinatorics, math

[Um_nik's solution](#)

366.

584A

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

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: math

[Um_nik's solution](#)

367.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math

[Um_nik's solution](#)

368.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1000 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Um_nik's solution](#)

369.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[Um_nik's solution](#)

370.

500A

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

Quality: 62,691 global accepts · Rating: 1000 · first AC: 2014-12-30 · MS C++ (first AC) · Tags: dfs and similar, graphs, implementation

[Um_nik's solution](#)

371.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-07-27 · MS C++ (first AC) · Tags: brute force, implementation, strings

[Um_nik's solution](#)

372.

441A

[Valera and Antique Items](#) · [Tutorial](#)

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

[Um_nik's solution](#)

373.

420A

[Start Up](#) · [Tutorial](#)

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

[Um_nik's solution](#)

374.

379A

[New Year Candles](#) · [Tutorial](#)

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

[Um_nik's solution](#)

375.

339B

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

Quality: 81,375 global accepts · Rating: 1000 · first AC: 2013-08-26 · FPC (first AC) · Tags: implementation

[Um_nik's solution](#)

376.

336A

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

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2013-08-09 · FPC (first AC) · Tags: implementation, math

[Um_nik's solution](#)

377.

268B

[Buttons](#) · [Tutorial](#)

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

[Um_nik's solution](#)

378.

237A

[Free Cash](#) · [Tutorial](#)

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

[Um_nik's solution](#)

379.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,484 global accepts · Rating: 1000 · first AC: 2012-10-01 · FPC (first AC) · Tags: greedy, sortings

[Um_nik's solution](#)

380.

1506B

[Partial Replacement](#) · [Tutorial](#)

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

381.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Um_nik's solution](#)

382.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,911 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Um_nik's solution](#)

383.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Um_nik's solution](#)

384.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,436 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[Um_nik's solution](#)

385.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[Um_nik's solution](#)

386.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[Um_nik's solution](#)

387.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Um_nik's solution](#)

388.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Um_nik's solution](#)

389.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Um_nik's solution](#)

390.

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[Um_nik's solution](#)

391.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Um_nik's solution](#)

392.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[Um_nik's solution](#)

393.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Um_nik's solution](#)

394.

1995B1

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

Quality: 20,985 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[Um_nik's solution](#)

395.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Um_nik's solution](#)

396.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Um_nik's solution](#)

397.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Um_nik's solution](#)

398.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Um_nik's solution](#)

399.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,015 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[Um_nik's solution](#)

400.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[Um_nik's solution](#)

401.

1863C

[MEX Repetition](#) · [Tutorial](#)

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

[Um_nik's solution](#)

402.

1863B

[Split Sort](#) · [Tutorial](#)

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

[Um_nik's solution](#)

403.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Um_nik's solution](#)

404.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Um_nik's solution](#)

405.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Um_nik's solution](#)

406.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,492 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers

[Um_nik's solution](#)

407.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,330 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Um_nik's solution](#)

408.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Um_nik's solution](#)

409.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Um_nik's solution](#)

410.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Um_nik's solution](#)

411.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,976 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Um_nik's solution](#)

412.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,797 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Um_nik's solution](#)

413.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Um_nik's solution](#)

414.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Um_nik's solution](#)

415.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[Um_nik's solution](#)

416.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Um_nik's solution](#)

417.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Um_nik's solution](#)

418.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Um_nik's solution](#)

419.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[Um_nik's solution](#)

420.

1534B

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

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

421.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[Um_nik's solution](#)

422.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,406 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
[Um_nik's solution](#)

423.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math
[Um_nik's solution](#)

424.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings
[Um_nik's solution](#)

425.

1407A

[Ahahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Um_nik's solution](#)

426.

1375A

[Sign Flipping](#) · [Tutorial](#)

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

427.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[Um_nik's solution](#)

428.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Um_nik's solution](#)

429.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math,

number theory

[Um_nik's solution](#)

430.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Um_nik's solution](#)

431.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

432.

1033B

[Square Difference](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1100 · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: math, number theory

[Um_nik's solution](#)

433.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: implementation

[Um_nik's solution](#)

434.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy

[Um_nik's solution](#)

435.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-31 · last AC: 2018-05-31 · Python 3 (first AC) · Tags: math

[Um_nik's solution](#)

436.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Um_nik's solution](#)

437.

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

[Um_nik's solution](#)

438.

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings

[Um_nik's solution](#)

439.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,466 global accepts · Rating: 1100 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: implementation, math, sortings, strings

[Um_nik's solution](#)

440.

68A

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

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: implementation, number theory

[Um_nik's solution](#)

441.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

442.

682A

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

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Um_nik's solution](#)

443.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-18 · GNU C++11 (first AC) · Tags: math

[Um_nik's solution](#)

444.

638A

[Home Numbers](#) · [Tutorial](#)

Quality: 4,374 global accepts · Rating: 1100 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, math

[Um_nik's solution](#)

445.

633A

[Ebony and Ivory](#) · [Tutorial](#)

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

[Um_nik's solution](#)

446.

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force

[Um_nik's solution](#)

447.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory

[Um_nik's solution](#)

448.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[Um_nik's solution](#)

449.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,917 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[Um_nik's solution](#)

450.

618B

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

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

[Um_nik's solution](#)

451.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[Um_nik's solution](#)

452.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: implementation, math
[Um_nik's solution](#)

453.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2015-08-15 · GNU C++11 (first AC) · Tags: implementation
[Um_nik's solution](#)

454.

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[Um_nik's solution](#)

455.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: greedy
[Um_nik's solution](#)

456.

120C

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

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: implementation, math
[Um_nik's solution](#)

457.

120B

[Quiz League](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: implementation
[Um_nik's solution](#)

458.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[Um_nik's solution](#)

459.

522B

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

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, data structures, dp, implementation
[Um_nik's solution](#)

460.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: brute force
[Um_nik's solution](#)

461.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · MS C++ (first AC) · Tags: implementation
[Um_nik's solution](#)

462.

467B

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

Quality: 42,852 global accepts · Rating: 1100 · first AC: 2014-09-18 · MS C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Um_nik's solution](#)

463.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2014-05-02 · MS C++ (first AC) · Tags: data structures, implementation

[Um_nik's solution](#)

464.

316A1

[Special Task](#) · [Tutorial](#)

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

[Um_nik's solution](#)

465.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,502 global accepts · Rating: 1100 · first AC: 2013-05-30 · FPC (first AC) · Tags: dp, implementation

[Um_nik's solution](#)

466.

300A

[Array](#) · [Tutorial](#)

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

[Um_nik's solution](#)

467.

257A

[Sockets](#) · [Tutorial](#)

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

[Um_nik's solution](#)

468.

245B

[Internet Address](#) · [Tutorial](#)

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

[Um_nik's solution](#)

469.

227B

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

Quality: 32,439 global accepts · Rating: 1100 · first AC: 2012-09-24 · FPC (first AC) · Tags: implementation

[Um_nik's solution](#)

470.

225A

[Dice Tower](#) · [Tutorial](#)

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

[Um_nik's solution](#)

471.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,554 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Um_nik's solution](#)

472.

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,547 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)

473.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,304 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Um_nik's solution](#)

474.

2123D

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

Quality: 21,889 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[Um_nik's solution](#)

475.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,099 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Um_nik's solution](#)

476.

2053B

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

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[Um_nik's solution](#)

477.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,684 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Um_nik's solution](#)

478.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[Um_nik's solution](#)

479.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, strings

[Um_nik's solution](#)

480.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Um_nik's solution](#)

481.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Um_nik's solution](#)

482.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,900 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Um_nik's solution](#)

483.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Um_nik's solution](#)

484.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Um_nik's solution](#)

485.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Um_nik's solution](#)

486.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Um_nik's solution](#)

487.

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Um_nik's solution](#)

488.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Um_nik's solution](#)

489.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Um_nik's solution](#)

490.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Um_nik's solution](#)

491.

1859C

[Another Permutation Problem](#) · [Tutorial](#)

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Um_nik's solution](#)

492.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,407 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Um_nik's solution](#)

493.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Um_nik's solution](#)

494.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[Um_nik's solution](#)

495.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,098 global accepts · Rating: 1200 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers
[Um_nik's solution](#)

496.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Um_nik's solution](#)

497.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings
[Um_nik's solution](#)

498.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games
[Um_nik's solution](#)

499.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[Um_nik's solution](#)

500.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,631 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Um_nik's solution](#)

501.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Um_nik's solution](#)

502.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Um_nik's solution](#)

503.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

504.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[Um_nik's solution](#)

505.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Um_nik's solution](#)

506.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

507.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Um_nik's solution](#)

508.

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[Um_nik's solution](#)

509.

1517B

[Morning Jogging](#) · [Tutorial](#)

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

[Um_nik's solution](#)

510.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,936 global accepts · Rating: 1200 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math

[Um_nik's solution](#)

511.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[Um_nik's solution](#)

512.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Um_nik's solution](#)

513.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,353 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Um_nik's solution](#)

514.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[Um_nik's solution](#)

515.

1491B

[Minimal Cost](#) · [Tutorial](#)

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

[Um_nik's solution](#)

516.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Um_nik's solution](#)

517.

1437B

[Reverse Binary Strings](#) · [Tutorial](#)

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Um_nik's solution](#)

518.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[Um_nik's solution](#)

519.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,811 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Um_nik's solution](#)

520.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[Um_nik's solution](#)

521.

1375B

[Neighbor Grid](#) · [Tutorial](#)

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

[Um_nik's solution](#)

522.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[Um_nik's solution](#)

523.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Um_nik's solution](#)

524.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

525.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Um_nik's solution](#)

526.

1270B

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

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

[Um_nik's solution](#)

527.

1214C

[Bad Sequence](#) · [Tutorial](#)

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

[Um_nik's solution](#)

528.

1205A

[Almost Equal](#) · [Tutorial](#)

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

[Um_nik's solution](#)

529.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Um_nik's solution](#)

530.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Um_nik's solution](#)

531.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Um_nik's solution](#)

532.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,222 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Um_nik's solution](#)

533.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Um_nik's solution](#)

534.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Um_nik's solution](#)

535.

1097B

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

Quality: 35,955 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[Um_nik's solution](#)

536.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[Um_nik's solution](#)

537.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation
[Um_nik's solution](#)

538.

1028B

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

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[Um_nik's solution](#)

539.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: implementation, math
[Um_nik's solution](#)

540.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Um_nik's solution](#)

541.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: implementation
[Um_nik's solution](#)

542.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,345 global accepts · Rating: 1200 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers
[Um_nik's solution](#)

543.

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: dsu, greedy, implementation
[Um_nik's solution](#)

544.

914B

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

Quality: 9,062 global accepts · Rating: 1200 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: games, greedy, implementation
[Um_nik's solution](#)

545.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, trees

[Um_nik's solution](#)

546.

802M1

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

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Um_nik's solution](#)

547.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Um_nik's solution](#)

548.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)

549.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry

[Um_nik's solution](#)

550.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[Um_nik's solution](#)

551.

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Um_nik's solution](#)

552.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation, math

[Um_nik's solution](#)

553.

722B

[Verse Pattern](#) · [Tutorial](#)

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

[Um_nik's solution](#)

554.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: implementation, sortings

[Um_nik's solution](#)

555.

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

[Um_nik's solution](#)

556.

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

557.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: sortings

[Um_nik's solution](#)

558.

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

[Um_nik's solution](#)

559.

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math

[Um_nik's solution](#)

560.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Um_nik's solution](#)

561.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[Um_nik's solution](#)

562.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Um_nik's solution](#)

563.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[Um_nik's solution](#)

564.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: games, math

[Um_nik's solution](#)

565.

612B

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

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: implementation, math

[Um_nik's solution](#)

566.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,072 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math

[Um_nik's solution](#)

567.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings

[Um_nik's solution](#)

568.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[Um_nik's solution](#)

569.

514A

[ChewbaD 6 æB çVÖ&W](#)[Tutorial](#)

Quality: 71,315 global accepts · Rating: 1200 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

570.

439B

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

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

[Um_nik's solution](#)

571.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2014-04-25 · MS C++ (first AC) · Tags: binary search, greedy, implementation, sortings

[Um_nik's solution](#)

572.

379B

[New Year Present](#) · [Tutorial](#)

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

[Um_nik's solution](#)

573.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2013-10-10 · FPC (first AC) · Tags: implementation, math

[Um_nik's solution](#)

574.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2013-10-01 · FPC (first AC) · Tags: brute force, greedy, implementation

[Um_nik's solution](#)

575.

171A

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

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2013-03-31 · FPC (first AC) · Tags: *special, constructive algorithms

[Um_nik's solution](#)

576.

2187A

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

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

[Um_nik's solution](#)

577.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games

[Um_nik's solution](#)

578.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[Um_nik's solution](#)

579.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Um_nik's solution](#)

580.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,989 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Um_nik's solution](#)

581.

2127B

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

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

[Um_nik's solution](#)

582.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Um_nik's solution](#)

583.

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Um_nik's solution](#)

584.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,303 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Um_nik's solution](#)

585.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Um_nik's solution](#)

586.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Um_nik's solution](#)

587.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Um_nik's solution](#)

588.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Um_nik's solution](#)

589.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[Um_nik's solution](#)

590.

1942C1

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

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

[Um_nik's solution](#)

591.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Um_nik's solution](#)

592.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Um_nik's solution](#)

593.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[Um_nik's solution](#)

594.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Um_nik's solution](#)

595.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[Um_nik's solution](#)

596.

1823C

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

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

[Um_nik's solution](#)

597.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[Um_nik's solution](#)

598.

1810C

[Make It Permutation](#) · [Tutorial](#)

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Um_nik's solution](#)

599.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Um_nik's solution](#)

600.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Um_nik's solution](#)

601.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Um_nik's solution](#)

602.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Um_nik's solution](#)

603.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Um_nik's solution](#)

604.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[Um_nik's solution](#)

605.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Um_nik's solution](#)

606.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Um_nik's solution](#)

607.

1647C

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

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Um_nik's solution](#)

608.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math
[Um_nik's solution](#)

609.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Um_nik's solution](#)

610.

1563A

[Charmed by the Game](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: math
[Um_nik's solution](#)

611.

1534C

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

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

612.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,345 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[Um_nik's solution](#)

613.

1470A

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

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

614.

1466C

[Canine poetry](#) · [Tutorial](#)

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

615.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[Um_nik's solution](#)

616.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[Um_nik's solution](#)

617.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[Um_nik's solution](#)

618.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[Um_nik's solution](#)

619.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Um_nik's solution](#)

620.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[Um_nik's solution](#)

621.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Um_nik's solution](#)

622.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Um_nik's solution](#)

623.

1326C

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

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

[Um_nik's solution](#)

624.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Um_nik's solution](#)

625.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,829 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Um_nik's solution](#)

626.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,416 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Um_nik's solution](#)

627.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

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

[Um_nik's solution](#)

628.

1220C

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

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

[Um_nik's solution](#)

629.

1220B

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

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

[Um_nik's solution](#)

630.

1209B

[Koala and Lights](#) · [Tutorial](#)

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

[Um_nik's solution](#)

631.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,254 global accepts · Rating: 1300 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Um_nik's solution](#)

632.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Um_nik's solution](#)

633.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[Um_nik's solution](#)

634.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: greedy

[Um_nik's solution](#)

635.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: greedy

[Um_nik's solution](#)

636.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: dsu, implementation

[Um_nik's solution](#)

637.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: greedy

[Um_nik's solution](#)

638.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Um_nik's solution](#)

639.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: greedy

[Um_nik's solution](#)

640.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[Um_nik's solution](#)

641.

1007A

[Reorder the Array](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers
[Um_nik's solution](#)

642.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: greedy, implementation
[Um_nik's solution](#)

643.

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar
[Um_nik's solution](#)

644.

889A

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

Rating: 1300 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: greedy, implementation, trees
[Um_nik's solution](#)

645.

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
[Um_nik's solution](#)

646.

750B

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

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

647.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[Um_nik's solution](#)

648.

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
[Um_nik's solution](#)

649.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —
[Um_nik's solution](#)

650.

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

651.

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation, sortings

[Um_nik's solution](#)

652.

633B

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

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

[Um_nik's solution](#)

653.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[Um_nik's solution](#)

654.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[Um_nik's solution](#)

655.

626B

[Cards](#) · [Tutorial](#)

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

[Um_nik's solution](#)

656.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,016 global accepts · Rating: 1300 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: combinatorics

[Um_nik's solution](#)

657.

611B

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

Quality: 11,065 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[Um_nik's solution](#)

658.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Um_nik's solution](#)

659.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Um_nik's solution](#)

660.

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

[Um_nik's solution](#)

661.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 1300 · first AC: 2015-08-15 · GNU C++11 (first AC) · Tags: constructive algorithms, games, greedy,

implementation, math

[Um_nik's solution](#)

662.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: implementation

[Um_nik's solution](#)

663.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,518 global accepts · Rating: 1300 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Um_nik's solution](#)

664.

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

[Um_nik's solution](#)

665.

508B

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

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: greedy, math, strings

[Um_nik's solution](#)

666.

472B

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

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

[Um_nik's solution](#)

667.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2013-05-26 · FPC (first AC) · Tags: constructive algorithms, implementation

[Um_nik's solution](#)

668.

303A

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

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2013-05-12 · FPC (first AC) · Tags: constructive algorithms, implementation, math

[Um_nik's solution](#)

669.

288A

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

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2013-04-02 · FPC (first AC) · Tags: greedy

[Um_nik's solution](#)

670.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2013-03-31 · FPC (first AC) · Tags: *special, brute force

[Um_nik's solution](#)

671.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2013-03-31 · FPC (first AC) · Tags: *special, combinatorics

[Um_nik's solution](#)

672.

276B

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

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2013-02-24 · FPC (first AC) · Tags: games, greedy

[Um_nik's solution](#)

673.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,459 global accepts · Rating: 1300 · first AC: 2013-02-11 · FPC (first AC) · Tags: binary search, brute force, math, number theory

[Um_nik's solution](#)

674.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 1300 · first AC: 2013-01-08 · FPC (first AC) · Tags: games, greedy, implementation

[Um_nik's solution](#)

675.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,343 global accepts · Rating: 1300 · first AC: 2012-12-06 · FPC (first AC) · Tags: binary search, combinatorics, two pointers

[Um_nik's solution](#)

676.

246B

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

Quality: 12,272 global accepts · Rating: 1300 · first AC: 2012-11-21 · FPC (first AC) · Tags: greedy, math

[Um_nik's solution](#)

677.

236B

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

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2012-10-21 · FPC (first AC) · Tags: implementation, number theory

[Um_nik's solution](#)

678.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,825 global accepts · Rating: 1300 · first AC: 2012-10-01 · FPC (first AC) · Tags: binary search, implementation, math, number theory

[Um_nik's solution](#)

679.

227A

[Where do I Turn?](#) · [Tutorial](#)

Quality: 4,585 global accepts · Rating: 1300 · first AC: 2012-09-24 · FPC (first AC) · Tags: geometry

[Um_nik's solution](#)

680.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[Um_nik's solution](#)

681.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Um_nik's solution](#)

682.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Um_nik's solution](#)

683.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,120 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Um_nik's solution](#)

684.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, trees

[Um_nik's solution](#)

685.

2127C

[Trip Shopping](#) · [Tutorial](#)

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

[Um_nik's solution](#)

686.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Um_nik's solution](#)

687.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Um_nik's solution](#)

688.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[Um_nik's solution](#)

689.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Um_nik's solution](#)

690.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[Um_nik's solution](#)

691.

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Um_nik's solution](#)

692.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Um_nik's solution](#)

693.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Um_nik's solution](#)

694.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Um_nik's solution](#)

695.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Um_nik's solution](#)

696.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Um_nik's solution](#)

697.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Um_nik's solution](#)

698.

1893A

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

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

[Um_nik's solution](#)

699.

1887A1

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

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

[Um_nik's solution](#)

700.

1863D

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

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

[Um_nik's solution](#)

701.

1860C

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

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy

[Um_nik's solution](#)

702.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Um_nik's solution](#)

703.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Um_nik's solution](#)

704.

1847C

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

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[Um_nik's solution](#)

705.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings
[Um_nik's solution](#)

706.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Um_nik's solution](#)

707.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Um_nik's solution](#)

708.

1771B

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

Quality: 21,332 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[Um_nik's solution](#)

709.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy
[Um_nik's solution](#)

710.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[Um_nik's solution](#)

711.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[Um_nik's solution](#)

712.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[Um_nik's solution](#)

713.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[Um_nik's solution](#)

714.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Um_nik's solution](#)

715.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Um_nik's solution](#)

716.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Um_nik's solution](#)

717.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Um_nik's solution](#)

718.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Um_nik's solution](#)

719.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Um_nik's solution](#)

720.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Um_nik's solution](#)

721.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Um_nik's solution](#)

722.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Um_nik's solution](#)

723.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Um_nik's solution](#)

724.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Um_nik's solution](#)

725.

1517C

[Fillomino 2](#) · [Tutorial](#)

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

[Um_nik's solution](#)

726.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Um_nik's solution](#)

727.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Um_nik's solution](#)

728.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[Um_nik's solution](#)

729.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[Um_nik's solution](#)

730.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Um_nik's solution](#)

731.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Um_nik's solution](#)

732.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Um_nik's solution](#)

733.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Um_nik's solution](#)

734.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[Um_nik's solution](#)

735.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 11,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[Um_nik's solution](#)

736.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[Um_nik's solution](#)

737.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,137 global accepts · Rating: 1400 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Um_nik's solution](#)

738.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Um_nik's solution](#)

739.

1270C

[Make Good](#) · [Tutorial](#)

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

[Um_nik's solution](#)

740.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Um_nik's solution](#)

741.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Um_nik's solution](#)

742.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Um_nik's solution](#)

743.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Um_nik's solution](#)

744.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

745.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[Um_nik's solution](#)

746.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Um_nik's solution](#)

747.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Um_nik's solution](#)

748.

1190A

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

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

[Um_nik's solution](#)

749.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Um_nik's solution](#)

750.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Um_nik's solution](#)

751.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

752.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: math, number theory

[Um_nik's solution](#)

753.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Um_nik's solution](#)

754.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Um_nik's solution](#)

755.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: implementation, trees

[Um_nik's solution](#)

756.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[Um_nik's solution](#)

757.

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Um_nik's solution](#)

758.

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[Um_nik's solution](#)

759.

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 1400 · first AC: 2017-05-28 · last AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Um_nik's solution](#)

760.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-05 · GNU C++11 (first AC) · Tags: combinatorics, greedy, implementation, math

[Um_nik's solution](#)

761.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)

762.

757B

[Bash's Big Day](#) · [Tutorial](#)

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

[Um_nik's solution](#)

763.

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

[Um_nik's solution](#)

764.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Um_nik's solution](#)

765.

689A

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

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms,

implementation

[Um_nik's solution](#)

766.

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

[Um_nik's solution](#)

767.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation, math

[Um_nik's solution](#)

768.

675B

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

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2016-05-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[Um_nik's solution](#)

769.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,990 global accepts · Rating: 1400 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[Um_nik's solution](#)

770.

641B

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

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

[Um_nik's solution](#)

771.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: implementation, math

[Um_nik's solution](#)

772.

637C

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

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, implementation

[Um_nik's solution](#)

773.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: implementation, math

[Um_nik's solution](#)

774.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[Um_nik's solution](#)

775.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: data structures, expression parsing, math

[Um_nik's solution](#)

776.

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[Um_nik's solution](#)

777.

550B

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

Quality: 27,450 global accepts · Rating: 1400 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[Um_nik's solution](#)

778.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, games

[Um_nik's solution](#)

779.

538A

[Cutting Banner](#) · [Tutorial](#)

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

[Um_nik's solution](#)

780.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1400 · first AC: 2015-04-26 · MS C++ (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Um_nik's solution](#)

781.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: games, math

[Um_nik's solution](#)

782.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: dp, greedy, trees

[Um_nik's solution](#)

783.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: brute force

[Um_nik's solution](#)

784.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: dp, greedy, math

[Um_nik's solution](#)

785.

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

[Um_nik's solution](#)

786.

516A

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

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

[Um_nik's solution](#)

787.

514B

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

Quality: 22,630 global accepts · Rating: 1400 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: brute force, data structures, geometry, implementation, math

[Um_nik's solution](#)

788.

513B1

[Permutations](#) · [Tutorial](#)

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

[Um_nik's solution](#)

789.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,685 global accepts · Rating: 1400 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: geometry, math

[Um_nik's solution](#)

790.

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2014-10-05 · MS C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Um_nik's solution](#)

791.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

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

[Um_nik's solution](#)

792.

436B

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

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

[Um_nik's solution](#)

793.

441B

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

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

[Um_nik's solution](#)

794.

438A

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

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

[Um_nik's solution](#)

795.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

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

[Um_nik's solution](#)

796.

388A

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

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

[Um_nik's solution](#)

797.

379C

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

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

[Um_nik's solution](#)

798.

335A

[Banana](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1400 · first AC: 2013-08-03 · FPC (first AC) · Tags: binary search, constructive algorithms, greedy
[Um_nik's solution](#)

799.

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2013-06-12 · FPC (first AC) · Tags: math
[Um_nik's solution](#)

800.

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,942 global accepts · Rating: 1400 · first AC: 2013-05-30 · FPC (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[Um_nik's solution](#)

801.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,007 global accepts · Rating: 1400 · first AC: 2013-04-11 · FPC (first AC) · Tags: data structures, implementation
[Um_nik's solution](#)

802.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · FPC (first AC) · Tags: *special, implementation
[Um_nik's solution](#)

803.

290A

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

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-01 · FPC (first AC) · Tags: *special, implementation
[Um_nik's solution](#)

804.

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2013-03-23 · FPC (first AC) · Tags: constructive algorithms, math
[Um_nik's solution](#)

805.

279B

[Books](#) · [Tutorial](#)

Quality: 72,431 global accepts · Rating: 1400 · first AC: 2013-03-04 · FPC (first AC) · Tags: binary search, brute force, implementation, two pointers
[Um_nik's solution](#)

806.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2013-02-28 · FPC (first AC) · Tags: dfs and similar, dsu
[Um_nik's solution](#)

807.

245E

[Mishap in Club](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 1400 · first AC: 2012-11-19 · FPC (first AC) · Tags: greedy, implementation
[Um_nik's solution](#)

808.

233B

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

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2012-10-11 · FPC (first AC) · Tags: binary search, brute force, math

[Um_nik's solution](#)

809.

228B

[Two Tables](#) · [Tutorial](#)

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

[Um_nik's solution](#)

810.

227C

[Flying Saucer Segments](#) · [Tutorial](#)

Rating: 1400 · first AC: 2012-09-24 · FPC (first AC) · Tags: math

[Um_nik's solution](#)

811.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,026 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Um_nik's solution](#)

812.

2155C

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

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Um_nik's solution](#)

813.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,169 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Um_nik's solution](#)

814.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Um_nik's solution](#)

815.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[Um_nik's solution](#)

816.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Um_nik's solution](#)

817.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Um_nik's solution](#)

818.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Um_nik's solution](#)

819.

1997D

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

Quality: 15,912 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Um_nik's solution](#)

820.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[Um_nik's solution](#)

821.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,353 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[Um_nik's solution](#)

822.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

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

[Um_nik's solution](#)

823.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Um_nik's solution](#)

824.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Um_nik's solution](#)

825.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Um_nik's solution](#)

826.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Um_nik's solution](#)

827.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Um_nik's solution](#)

828.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Um_nik's solution](#)

829.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Um_nik's solution](#)

830.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,758 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Um_nik's solution](#)

831.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Um_nik's solution](#)

832.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[Um_nik's solution](#)

833.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Um_nik's solution](#)

834.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Um_nik's solution](#)

835.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Um_nik's solution](#)

836.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[Um_nik's solution](#)

837.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Um_nik's solution](#)

838.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,516 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[Um_nik's solution](#)

839.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[Um_nik's solution](#)

840.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math
[Um_nik's solution](#)

841.

1552B

[Running for Gold](#) · [Tutorial](#)

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

842.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[Um_nik's solution](#)

843.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
[Um_nik's solution](#)

844.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[Um_nik's solution](#)

845.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[Um_nik's solution](#)

846.

1466D

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

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

847.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[Um_nik's solution](#)

848.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics
[Um_nik's solution](#)

849.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

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

[Um_nik's solution](#)

850.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Um_nik's solution](#)

851.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Um_nik's solution](#)

852.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Um_nik's solution](#)

853.

1404A

[Balanced Bitstring](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Um_nik's solution](#)

854.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers

[Um_nik's solution](#)

855.

1368B

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

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Um_nik's solution](#)

856.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)

857.

1340A

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

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

[Um_nik's solution](#)

858.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[Um_nik's solution](#)

859.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Um_nik's solution](#)

860.

1307C

[Cow and Message](#) · [Tutorial](#)

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

[Um_nik's solution](#)

861.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Um_nik's solution](#)

862.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Um_nik's solution](#)

863.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[Um_nik's solution](#)

864.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Um_nik's solution](#)

865.

1218F

[Workout plan](#) · [Tutorial](#)

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

[Um_nik's solution](#)

866.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Um_nik's solution](#)

867.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Um_nik's solution](#)

868.

1208B

[Uniqueness](#) · [Tutorial](#)

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

[Um_nik's solution](#)

869.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Um_nik's solution](#)

870.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,798 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Um_nik's solution](#)

871.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,034 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[Um_nik's solution](#)

872.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Um_nik's solution](#)

873.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[Um_nik's solution](#)

874.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Um_nik's solution](#)

875.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Um_nik's solution](#)

876.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Um_nik's solution](#)

877.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Um_nik's solution](#)

878.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Um_nik's solution](#)

879.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: greedy

[Um_nik's solution](#)

880.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[Um_nik's solution](#)

881.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Um_nik's solution](#)

882.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, sortings

[Um_nik's solution](#)

883.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Um_nik's solution](#)

884.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Um_nik's solution](#)

885.

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Um_nik's solution](#)

886.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[Um_nik's solution](#)

887.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Um_nik's solution](#)

888.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[Um_nik's solution](#)

889.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,280 global accepts · Rating: 1500 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory

[Um_nik's solution](#)

890.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

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

[Um_nik's solution](#)

891.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Um_nik's solution](#)

892.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Um_nik's solution](#)

893.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Um_nik's solution](#)

894.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Um_nik's solution](#)

895.

809A

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

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

[Um_nik's solution](#)

896.

790A

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

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

[Um_nik's solution](#)

897.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[Um_nik's solution](#)

898.

743C

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

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Um_nik's solution](#)

899.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[Um_nik's solution](#)

900.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Um_nik's solution](#)

901.

696A

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

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

[Um_nik's solution](#)

902.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Um_nik's solution](#)

903.

687A

[NP-Hard Problem](#) · [Tutorial](#)

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

[Um_nik's solution](#)

904.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[Um_nik's solution](#)

905.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: implementation, math

[Um_nik's solution](#)

906.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers

[Um_nik's solution](#)

907.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: implementation

[Um_nik's solution](#)

908.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, implementation

[Um_nik's solution](#)

909.

638B

[Making Genome in Berland](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1500 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: *special, dfs and similar, strings

[Um_nik's solution](#)

910.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory

[Um_nik's solution](#)

911.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: greedy

[Um_nik's solution](#)

912.

611C

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

Quality: 9,011 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[Um_nik's solution](#)

913.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: implementation, math

[Um_nik's solution](#)

914.

587A

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

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy

[Um_nik's solution](#)

915.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,669 global accepts · Rating: 1500 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: combinatorics

[Um_nik's solution](#)

916.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,924 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[Um_nik's solution](#)

917.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,462 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Um_nik's solution](#)

918.

576A

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

Quality: 15,928 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[Um_nik's solution](#)

919.

562B

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

Rating: 1500 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

920.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, sortings

[Um_nik's solution](#)

921.

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-29 · GNU C++11 (first AC) · Tags: implementation

[Um_nik's solution](#)

922.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,137 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, math

[Um_nik's solution](#)

923.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,642 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[Um_nik's solution](#)

924.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,869 global accepts · Rating: 1500 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: dp, greedy

[Um_nik's solution](#)

925.

528A

[Glass Carving](#) · [Tutorial](#)

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

[Um_nik's solution](#)

926.

497A

[Removing Columns](#) · [Tutorial](#)

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

[Um_nik's solution](#)

927.

436A

[Feed with Candy](#) · [Tutorial](#)

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

[Um_nik's solution](#)

928.

441C

[Valera and Tubes](#) · [Tutorial](#)

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

[Um_nik's solution](#)

929.

425A

[Sereja and Swaps](#) · [Tutorial](#)

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

[Um_nik's solution](#)

930.

414A

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

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

[Um_nik's solution](#)

931.

409H

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

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

[Um_nik's solution](#)

932.

354A

[Vasya and Robot](#) · [Tutorial](#)

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

[Um_nik's solution](#)

933.

350B

[Resort](#) · [Tutorial](#)

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

[Um_nik's solution](#)

934.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · FPC (first AC) · Tags: brute force, dfs and similar

[Um_nik's solution](#)

935.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · FPC (first AC) · Tags: brute force, data structures

[Um_nik's solution](#)

936.

288B

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

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

[Um_nik's solution](#)

937.

290B

[QR code](#) · [Tutorial](#)

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

[Um_nik's solution](#)

938.

282B

[Painting Eggs](#) · [Tutorial](#)

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

[Um_nik's solution](#)

939.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2013-03-13 · FPC (first AC) · Tags: constructive algorithms, implementation, math

[Um_nik's solution](#)

940.

276C

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

Quality: 39,550 global accepts · Rating: 1500 · first AC: 2013-02-24 · FPC (first AC) · Tags: data structures, greedy, implementation, sortings

[Um_nik's solution](#)

941.

273A

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

Rating: 1500 · first AC: 2013-02-13 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

942.

271C

[Secret](#) · [Tutorial](#)

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

[Um_nik's solution](#)

943.

268C

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

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

[Um_nik's solution](#)

944.

245D

[Restoring Table](#) · [Tutorial](#)

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

[Um_nik's solution](#)

945.

237B

[Young Table](#) · [Tutorial](#)

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

[Um_nik's solution](#)

946.

231B

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

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

[Um_nik's solution](#)

947.

230C

[Shifts](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-10-01 · FPC (first AC) · Tags: binary search, data structures, dp, implementation

[Um_nik's solution](#)

948.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Um_nik's solution](#)

949.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Um_nik's solution](#)

950.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Um_nik's solution](#)

951.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Um_nik's solution](#)

952.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,562 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Um_nik's solution](#)

953.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Um_nik's solution](#)

954.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[Um_nik's solution](#)

955.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Um_nik's solution](#)

956.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[Um_nik's solution](#)

957.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Um_nik's solution](#)

958.

1798D

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

Quality: 14,077 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Um_nik's solution](#)

959.

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Um_nik's solution](#)

960.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Um_nik's solution](#)

961.

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Um_nik's solution](#)

962.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Um_nik's solution](#)

963.

1782C

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

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

[Um_nik's solution](#)

964.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Um_nik's solution](#)

965.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Um_nik's solution](#)

966.

1771C

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

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

[Um_nik's solution](#)

967.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Um_nik's solution](#)

968.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Um_nik's solution](#)

969.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Um_nik's solution](#)

970.

1698D

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

Quality: 12,085 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Um_nik's solution](#)

971.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Um_nik's solution](#)

972.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

[Um_nik's solution](#)

973.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Um_nik's solution](#)

974.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Um_nik's solution](#)

975.

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math

[Um_nik's solution](#)

976.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Um_nik's solution](#)

977.

1523C

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

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

[Um_nik's solution](#)

978.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Um_nik's solution](#)

979.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Um_nik's solution](#)

980.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,289 global accepts · Rating: 1600 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[Um_nik's solution](#)

981.

1503A

[Balance the Bits](#) · [Tutorial](#)

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

[Um_nik's solution](#)

982.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[Um_nik's solution](#)

983.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Um_nik's solution](#)

984.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[Um_nik's solution](#)

985.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Um_nik's solution](#)

986.

1455D

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

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Um_nik's solution](#)

987.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[Um_nik's solution](#)

988.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, two pointers

[Um_nik's solution](#)

989.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Um_nik's solution](#)

990.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Um_nik's solution](#)

991.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Um_nik's solution](#)

992.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,349 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[Um_nik's solution](#)

993.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Um_nik's solution](#)

994.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[Um_nik's solution](#)

995.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

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

996.

1336A

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

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[Um_nik's solution](#)

997.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[Um_nik's solution](#)

998.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory
[Um_nik's solution](#)

999.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[Um_nik's solution](#)

1000.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[Um_nik's solution](#)

1001.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[Um_nik's solution](#)

1002.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[Um_nik's solution](#)

1003.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math
[Um_nik's solution](#)

1004.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

1005.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Um_nik's solution](#)

1006.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Um_nik's solution](#)

1007.

1188A1

[Add on a Tree](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1008.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Um_nik's solution](#)

1009.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Um_nik's solution](#)

1010.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Um_nik's solution](#)

1011.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

1012.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: brute force, dp, games

[Um_nik's solution](#)

1013.

1056D

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

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

[Um_nik's solution](#)

1014.

1056B

[Divide Candies](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1015.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: greedy

[Um_nik's solution](#)

1016.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[Um_nik's solution](#)

1017.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,463 global accepts · Rating: 1600 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[Um_nik's solution](#)

1018.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Um_nik's solution](#)

1019.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: geometry, implementation, sortings

[Um_nik's solution](#)

1020.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: greedy

[Um_nik's solution](#)

1021.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Um_nik's solution](#)

1022.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Um_nik's solution](#)

1023.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,332 global accepts · Rating: 1600 · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[Um_nik's solution](#)

1024.

956B

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

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

[Um_nik's solution](#)

1025.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Um_nik's solution](#)

1026.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: implementation, probabilities, strings

[Um_nik's solution](#)

1027.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Um_nik's solution](#)

1028.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[Um_nik's solution](#)

1029.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: implementation, strings

[Um_nik's solution](#)

1030.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[Um_nik's solution](#)

1031.

848A

[From Y to Y](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1032.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Um_nik's solution](#)

1033.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1600 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Um_nik's solution](#)

1034.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Um_nik's solution](#)

1035.

830B

[Cards Sorting](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1036.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Um_nik's solution](#)

1037.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: dp, two pointers

[Um_nik's solution](#)

1038.

781A

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

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

[Um_nik's solution](#)

1039.

763A

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

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

[Um_nik's solution](#)

1040.

750C

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

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

[Um_nik's solution](#)

1041.

741B

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

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu

[Um_nik's solution](#)

1042.

741A

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

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, math

[Um_nik's solution](#)

1043.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers

[Um_nik's solution](#)

1044.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: implementation

[Um_nik's solution](#)

1045.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[Um_nik's solution](#)

1046.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Um_nik's solution](#)

1047.

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1600 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: greedy

[Um_nik's solution](#)

1048.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu

[Um_nik's solution](#)

1049.

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

[Um_nik's solution](#)

1050.

704A

[Thor](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1051.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: binary search

[Um_nik's solution](#)

1052.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,314 global accepts · Rating: 1600 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: implementation, math

[Um_nik's solution](#)

1053.

689B

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

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Um_nik's solution](#)

1054.

682C

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

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Um_nik's solution](#)

1055.

678C

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

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Um_nik's solution](#)

1056.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation

[Um_nik's solution](#)

1057.

643B

[Bear and Two Paths](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Um_nik's solution](#)

1058.

639B

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

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees
[Um_nik's solution](#)

1059.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers
[Um_nik's solution](#)

1060.

637D

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

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, data structures, dp, greedy
[Um_nik's solution](#)

1061.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math
[Um_nik's solution](#)

1062.

626C

[Block Towers](#) · [Tutorial](#)

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

1063.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,662 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: geometry, implementation
[Um_nik's solution](#)

1064.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1600 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: implementation
[Um_nik's solution](#)

1065.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: binary search, dp
[Um_nik's solution](#)

1066.

605A

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

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[Um_nik's solution](#)

1067.

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
[Um_nik's solution](#)

1068.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[Um_nik's solution](#)

1069.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1600 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Um_nik's solution](#)

1070.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: math

[Um_nik's solution](#)

1071.

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

[Um_nik's solution](#)

1072.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2015-08-15 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[Um_nik's solution](#)

1073.

538C

[Tourist's Notes](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1074.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: math

[Um_nik's solution](#)

1075.

524A

[AS>CfCāC<>,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

[Um_nik's solution](#)

1076.

512A

[Fox And Names](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1077.

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[Um_nik's solution](#)

1078.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · MS C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Um_nik's solution](#)

1079.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · MS C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[Um_nik's solution](#)

1080.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-06 · MS C++ (first AC) · Tags: greedy, math

[Um_nik's solution](#)

1081.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,951 global accepts · Rating: 1600 · first AC: 2014-04-25 · MS C++ (first AC) · Tags: math

[Um_nik's solution](#)

1082.

411B

[Multi-core Processor](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 1600 · first AC: 2014-04-14 · MS C++ (first AC) · Tags: implementation

[Um_nik's solution](#)

1083.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-22 · MS C++ (first AC) · Tags: implementation, math

[Um_nik's solution](#)

1084.

377A

[Maze](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1085.

372A

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

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

[Um_nik's solution](#)

1086.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2013-10-10 · FPC (first AC) · Tags: implementation, math, number theory

[Um_nik's solution](#)

1087.

350C

[Bombs](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1088.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-16 · FPC (first AC) · Tags: greedy, math, number theory

[Um_nik's solution](#)

1089.

317A

[Perfect Pair](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1090.

316B2

[EKG](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1091.

314A

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

Quality: 2,172 global accepts · Rating: 1600 · first AC: 2013-06-07 · FPC (first AC) · Tags: implementation

[Um_nik's solution](#)

1092.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2013-04-19 · FPC (first AC) · Tags: constructive algorithms, greedy

[Um_nik's solution](#)

1093.

171G

[Mysterious numbers - 2](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 1600 · first AC: 2013-03-31 · FPC (first AC) · Tags: *special

[Um_nik's solution](#)

1094.

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2013-03-31 · FPC (first AC) · Tags: *special, brute force, implementation, number theory

[Um_nik's solution](#)

1095.

283A

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

Quality: 6,872 global accepts · Rating: 1600 · first AC: 2013-03-17 · FPC (first AC) · Tags: constructive algorithms, data structures, implementation

[Um_nik's solution](#)

1096.

273B

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

Rating: 1600 · first AC: 2013-02-13 · FPC (first AC) · Tags: combinatorics

[Um_nik's solution](#)

1097.

269A

[Magical Boxes](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1098.

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2012-11-21 · FPC (first AC) · Tags: brute force, constructive algorithms, greedy

[Um_nik's solution](#)

1099.

237C

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

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

[Um_nik's solution](#)

1100.

236C

[LCM Challenge](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-21 · FPC (first AC) · Tags: greedy, number theory

[Um_nik's solution](#)

1101.

231C

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

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2012-10-08 · FPC (first AC) · Tags: binary search, sortings, two pointers

[Um_nik's solution](#)

1102.

231D

[Magic Box](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1103.

225B

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

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

[Um_nik's solution](#)

1104.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Um_nik's solution](#)

1105.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Um_nik's solution](#)

1106.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Um_nik's solution](#)

1107.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[Um_nik's solution](#)

1108.

2124D

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

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Um_nik's solution](#)

1109.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Um_nik's solution](#)

1110.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[Um_nik's solution](#)

1111.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[Um_nik's solution](#)

1112.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Um_nik's solution](#)

1113.

2006A

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

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Um_nik's solution](#)

1114.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Um_nik's solution](#)

1115.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[Um_nik's solution](#)

1116.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Um_nik's solution](#)

1117.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Um_nik's solution](#)

1118.

1973C

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

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

[Um_nik's solution](#)

1119.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Um_nik's solution](#)

1120.

1942C2

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

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

[Um_nik's solution](#)

1121.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[Um_nik's solution](#)

1122.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Um_nik's solution](#)

1123.

1903D1

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

Quality: 7,147 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Um_nik's solution](#)

1124.

1901D

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

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Um_nik's solution](#)

1125.

1893B

[Neutral Tonality](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1126.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Um_nik's solution](#)

1127.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Um_nik's solution](#)

1128.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Um_nik's solution](#)

1129.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,564 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Um_nik's solution](#)

1130.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Um_nik's solution](#)

1131.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Um_nik's solution](#)

1132.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Um_nik's solution](#)

1133.

1792D

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

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Um_nik's solution](#)

1134.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,296 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Um_nik's solution](#)

1135.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Um_nik's solution](#)

1136.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Um_nik's solution](#)

1137.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Um_nik's solution](#)

1138.

1765D

[Watch the Videos](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1700 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, two pointers

[Um_nik's solution](#)

1139.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[Um_nik's solution](#)

1140.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Um_nik's solution](#)

1141.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Um_nik's solution](#)

1142.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[Um_nik's solution](#)

1143.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Um_nik's solution](#)

1144.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Um_nik's solution](#)

1145.

1586C

[Omkar and Determination](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Um_nik's solution](#)

1146.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Um_nik's solution](#)

1147.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Um_nik's solution](#)

1148.

1503B

[3-Coloring](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1149.

1491C

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

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

[Um_nik's solution](#)

1150.

1479A

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

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

[Um_nik's solution](#)

1151.

1474C

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

Quality: 14,159 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Um_nik's solution](#)

1152.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Um_nik's solution](#)

1153.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[Um_nik's solution](#)

1154.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,012 global accepts · Rating: 1700 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[Um_nik's solution](#)

1155.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Um_nik's solution](#)

1156.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 1700 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Um_nik's solution](#)

1157.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Um_nik's solution](#)

1158.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Um_nik's solution](#)

1159.

1368D

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

Quality: 13,661 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Um_nik's solution](#)

1160.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Um_nik's solution](#)

1161.

1340B

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

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

[Um_nik's solution](#)

1162.

1336B

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

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

[Um_nik's solution](#)

1163.

1329B

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

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

[Um_nik's solution](#)

1164.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Um_nik's solution](#)

1165.

1320B

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

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

[Um_nik's solution](#)

1166.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Um_nik's solution](#)

1167.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[Um_nik's solution](#)

1168.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Um_nik's solution](#)

1169.

1268A

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

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

[Um_nik's solution](#)

1170.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Um_nik's solution](#)

1171.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Um_nik's solution](#)

1172.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)

1173.

1254A

[Feeding Chicken](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1174.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Um_nik's solution](#)

1175.

1237C1

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

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

[Um_nik's solution](#)

1176.

1229A

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

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Um_nik's solution](#)

1177.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Um_nik's solution](#)

1178.

1209D

[Cow and Snacks](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1179.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Um_nik's solution](#)

1180.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Um_nik's solution](#)

1181.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[Um_nik's solution](#)

1182.

1148C

[Crazy Diamond](#) · [Tutorial](#)

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

1183.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[Um_nik's solution](#)

1184.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive
[Um_nik's solution](#)

1185.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[Um_nik's solution](#)

1186.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[Um_nik's solution](#)

1187.

1086B

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

Rating: 1700 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: greedy, implementation, trees
[Um_nik's solution](#)

1188.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,327 global accepts · Rating: 1700 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[Um_nik's solution](#)

1189.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: greedy, implementation, interactive, sortings
[Um_nik's solution](#)

1190.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers
[Um_nik's solution](#)

1191.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers
[Um_nik's solution](#)

1192.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[Um_nik's solution](#)

1193.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Um_nik's solution](#)

1194.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Um_nik's solution](#)

1195.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation, math

[Um_nik's solution](#)

1196.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Um_nik's solution](#)

1197.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[Um_nik's solution](#)

1198.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Um_nik's solution](#)

1199.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[Um_nik's solution](#)

1200.

850A

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

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

[Um_nik's solution](#)

1201.

852G

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

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

[Um_nik's solution](#)

1202.

833A

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

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

[Um_nik's solution](#)

1203.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings

[Um_nik's solution](#)

1204.

815A

[Karen and Game](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1205.

806A

[Success Rate](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1206.

739A

[Alyona and mex](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1207.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: implementation

[Um_nik's solution](#)

1208.

718A

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

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

[Um_nik's solution](#)

1209.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp

[Um_nik's solution](#)

1210.

696B

[Puzzles](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1211.

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

1212.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math

[Um_nik's solution](#)

1213.

685A

[Robbers' watch](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1214.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: math, number theory

[Um_nik's solution](#)

1215.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

[Um_nik's solution](#)

1216.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special, implementation

[Um_nik's solution](#)

1217.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[Um_nik's solution](#)

1218.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: data structures, sortings

[Um_nik's solution](#)

1219.

627B

[Factory Repairs](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1220.

627A

[XOR Equation](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1221.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[Um_nik's solution](#)

1222.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Um_nik's solution](#)

1223.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: implementation

[Um_nik's solution](#)

1224.

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

[Um_nik's solution](#)

1225.

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

[Um_nik's solution](#)

1226.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[Um_nik's solution](#)

1227.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Um_nik's solution](#)

1228.

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

[Um_nik's solution](#)

1229.

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

[Um_nik's solution](#)

1230.

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

[Um_nik's solution](#)

1231.

575D

[Tablecity](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1232.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[Um_nik's solution](#)

1233.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[Um_nik's solution](#)

1234.

546D

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

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math, number theory

[Um_nik's solution](#)

1235.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

1236.

532C

[Board Game](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1237.

524B

[BD>D\\$> CÔ0 CÔ0CÄ0D\\$> 2 \(round version\)](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: dp, greedy

[Um_nik's solution](#)

1238.

507C

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

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: implementation, math, trees

[Um_nik's solution](#)

1239.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · MS C++ (first AC) · Tags: geometry

[Um_nik's solution](#)

1240.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,397 global accepts · Rating: 1700 · first AC: 2014-11-05 · MS C++ (first AC) · Tags: bitmasks, constructive algorithms

[Um_nik's solution](#)

1241.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2014-09-18 · MS C++ (first AC) · Tags: dp, implementation

[Um_nik's solution](#)

1242.

458A

[Golden System](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1243.

449A

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

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

[Um_nik's solution](#)

1244.

442A

[Borya and Hanabi](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1245.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1700 · first AC: 2014-06-04 · MS C++ (first AC) · Tags: binary search, sortings, ternary search, two pointers

[Um_nik's solution](#)

1246.

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2014-06-04 · MS C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[Um_nik's solution](#)

1247.

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2014-04-14 · MS C++ (first AC) · Tags: *special, implementation

[Um_nik's solution](#)

1248.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-04-01 · MS C++ (first AC) · Tags: *special

[Um_nik's solution](#)

1249.

409D

[Big Data](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1250.

409C

[Magnum Opus](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1251.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-03-22 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[Um_nik's solution](#)

1252.

339D

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

Quality: 32,549 global accepts · Rating: 1700 · first AC: 2013-08-26 · FPC (first AC) · Tags: data structures, trees

[Um_nik's solution](#)

1253.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2013-06-12 · FPC (first AC) · Tags: hashing, strings

[Um_nik's solution](#)

1254.

303B

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

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2013-05-12 · FPC (first AC) · Tags: implementation, math

[Um_nik's solution](#)

1255.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2013-04-19 · FPC (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)

1256.

288C

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

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2013-04-02 · FPC (first AC) · Tags: implementation, math

[Um_nik's solution](#)

1257.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 1700 · first AC: 2013-04-01 · FPC (first AC) · Tags: *special, graph matchings, implementation, trees

[Um_nik's solution](#)

1258.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2013-03-17 · FPC (first AC) · Tags: dfs and similar, dp, graphs

[Um_nik's solution](#)

1259.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2013-03-04 · FPC (first AC) · Tags: dp, implementation, two pointers

[Um_nik's solution](#)

1260.

269B

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

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

[Um_nik's solution](#)

1261.

245C

[Game with Coins](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1262.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Um_nik's solution](#)

1263.

2187B

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

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

[Um_nik's solution](#)

1264.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Um_nik's solution](#)

1265.

2143D1

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

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

[Um_nik's solution](#)

1266.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Um_nik's solution](#)

1267.

2127D

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

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

[Um_nik's solution](#)

1268.

2071D1

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

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[Um_nik's solution](#)

1269.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Um_nik's solution](#)

1270.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Um_nik's solution](#)

1271.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Um_nik's solution](#)

1272.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Um_nik's solution](#)

1273.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[Um_nik's solution](#)

1274.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Um_nik's solution](#)

1275.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Um_nik's solution](#)

1276.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Um_nik's solution](#)

1277.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[Um_nik's solution](#)

1278.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Um_nik's solution](#)

1279.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[Um_nik's solution](#)

1280.

1848C

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

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Um_nik's solution](#)

1281.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Um_nik's solution](#)

1282.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[Um_nik's solution](#)

1283.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[Um_nik's solution](#)

1284.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Um_nik's solution](#)

1285.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[Um_nik's solution](#)

1286.

1780D

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

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Um_nik's solution](#)

1287.

1782D

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

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

[Um_nik's solution](#)

1288.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,472 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Um_nik's solution](#)

1289.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Um_nik's solution](#)

1290.

1758D

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

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Um_nik's solution](#)

1291.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Um_nik's solution](#)

1292.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[Um_nik's solution](#)

1293.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Um_nik's solution](#)

1294.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Um_nik's solution](#)

1295.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Um_nik's solution](#)

1296.

1705D

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Um_nik's solution](#)

1297.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Um_nik's solution](#)

1298.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Um_nik's solution](#)

1299.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Um_nik's solution](#)

1300.

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Um_nik's solution](#)

1301.

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Um_nik's solution](#)

1302.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Um_nik's solution](#)

1303.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,591 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Um_nik's solution](#)

1304.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Um_nik's solution](#)

1305.

1552D

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

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

[Um_nik's solution](#)

1306.

1552C

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

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

[Um_nik's solution](#)

1307.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[Um_nik's solution](#)

1308.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Um_nik's solution](#)

1309.

1517D

[Explorer Space](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1310.

1508B

[Almost Sorted](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1311.

1491D

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

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

[Um_nik's solution](#)

1312.

1477A

[Nezzar and Board](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1313.

1466E

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

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

[Um_nik's solution](#)

1314.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Um_nik's solution](#)

1315.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Um_nik's solution](#)

1316.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[Um_nik's solution](#)

1317.

1441A

[Identify the Operations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy

[Um_nik's solution](#)

1318.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Um_nik's solution](#)

1319.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, sortings

[Um_nik's solution](#)

1320.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[Um_nik's solution](#)

1321.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,935 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Um_nik's solution](#)

1322.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[Um_nik's solution](#)

1323.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Um_nik's solution](#)

1324.

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Um_nik's solution](#)

1325.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, trees

[Um_nik's solution](#)

1326.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Um_nik's solution](#)

1327.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Um_nik's solution](#)

1328.

1329A

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

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

[Um_nik's solution](#)

1329.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Um_nik's solution](#)

1330.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[Um_nik's solution](#)

1331.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Um_nik's solution](#)

1332.

1286B

[Numbers on Tree](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1333.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Um_nik's solution](#)

1334.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Um_nik's solution](#)

1335.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Um_nik's solution](#)

1336.

1254B1

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

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Um_nik's solution](#)

1337.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

1338.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[Um_nik's solution](#)

1339.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)

1340.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games

[Um_nik's solution](#)

1341.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)

1342.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Um_nik's solution](#)

1343.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Um_nik's solution](#)

1344.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings

[Um_nik's solution](#)

1345.

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)

1346.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths, sortings

[Um_nik's solution](#)

1347.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[Um_nik's solution](#)

1348.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: number theory

[Um_nik's solution](#)

1349.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Um_nik's solution](#)

1350.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Um_nik's solution](#)

1351.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Um_nik's solution](#)

1352.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: dp

[Um_nik's solution](#)

1353.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: math, number theory

[Um_nik's solution](#)

1354.

947C

[Perfect Security](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1355.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: dp

[Um_nik's solution](#)

1356.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp

[Um_nik's solution](#)

1357.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Um_nik's solution](#)

1358.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Um_nik's solution](#)

1359.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Um_nik's solution](#)

1360.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[Um_nik's solution](#)

1361.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Um_nik's solution](#)

1362.

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Um_nik's solution](#)

1363.

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Um_nik's solution](#)

1364.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[Um_nik's solution](#)

1365.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: geometry

[Um_nik's solution](#)

1366.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: binary search, greedy

[Um_nik's solution](#)

1367.

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

[Um_nik's solution](#)

1368.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Um_nik's solution](#)

1369.

730B

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

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive

[Um_nik's solution](#)

1370.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

1371.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: data structures, greedy

[Um_nik's solution](#)

1372.

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

[Um_nik's solution](#)

1373.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: dp, graphs

[Um_nik's solution](#)

1374.

690E1

[Photographs \(I\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

1375.

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: combinatorics

[Um_nik's solution](#)

1376.

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

[Um_nik's solution](#)

1377.

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-05-18 · GNU C++11 (first AC) · Tags: data structures, trees

[Um_nik's solution](#)

1378.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation

[Um_nik's solution](#)

1379.

641C

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

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Um_nik's solution](#)

1380.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: data structures, sortings

[Um_nik's solution](#)

1381.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers

[Um_nik's solution](#)

1382.

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 1800 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: *special, dfs and similar, graphs, greedy, trees

[Um_nik's solution](#)

1383.

638D

[Three-dimensional Turtle Super Computer](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 1800 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs

[Um_nik's solution](#)

1384.

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[Um_nik's solution](#)

1385.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry, math

[Um_nik's solution](#)

1386.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[Um_nik's solution](#)

1387.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Um_nik's solution](#)

1388.

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)

1389.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: greedy, sortings

[Um_nik's solution](#)

1390.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[Um_nik's solution](#)

1391.

585A

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

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

[Um_nik's solution](#)

1392.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1800 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Um_nik's solution](#)

1393.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Um_nik's solution](#)

1394.

575H

[Bots](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1395.

551B

[ZqkistringZ](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1800 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[Um_nik's solution](#)

1396.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp

[Um_nik's solution](#)

1397.

538D

[Weird Chess](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1398.

532E

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

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

[Um_nik's solution](#)

1399.

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,590 global accepts · Rating: 1800 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: graph matchings

[Um_nik's solution](#)

1400.

120G

[Boom](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 1800 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: implementation

[Um_nik's solution](#)

1401.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: dp, greedy

[Um_nik's solution](#)

1402.

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

[Um_nik's solution](#)

1403.

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

[Um_nik's solution](#)

1404.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-21 · MS C++ (first AC) · Tags: binary search, brute force, implementation

[Um_nik's solution](#)

1405.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1800 · first AC: 2014-07-27 · MS C++ (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[Um_nik's solution](#)

1406.

442B

[Andrey and Problem](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1407.

436C

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

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

[Um_nik's solution](#)

1408.

409E

[Dome](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1409.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2013-10-04 · FPC (first AC) · Tags: dp, greedy, implementation, math

[Um_nik's solution](#)

1410.

336C

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

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2013-08-09 · FPC (first AC) · Tags: brute force, greedy, implementation, number theory

[Um_nik's solution](#)

1411.

301A

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

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2013-05-05 · FPC (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)

1412.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2013-01-08 · FPC (first AC) · Tags: brute force, geometry, math

[Um_nik's solution](#)

1413.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Um_nik's solution](#)

1414.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[Um_nik's solution](#)

1415.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Um_nik's solution](#)

1416.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Um_nik's solution](#)

1417.

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[Um_nik's solution](#)

1418.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Um_nik's solution](#)

1419.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Um_nik's solution](#)

1420.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Um_nik's solution](#)

1421.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Um_nik's solution](#)

1422.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Um_nik's solution](#)

1423.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Um_nik's solution](#)

1424.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Um_nik's solution](#)

1425.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Um_nik's solution](#)

1426.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Um_nik's solution](#)

1427.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[Um_nik's solution](#)

1428.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Um_nik's solution](#)

1429.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Um_nik's solution](#)

1430.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Um_nik's solution](#)

1431.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Um_nik's solution](#)

1432.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Um_nik's solution](#)

1433.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Um_nik's solution](#)

1434.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Um_nik's solution](#)

1435.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[Um_nik's solution](#)

1436.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Um_nik's solution](#)

1437.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Um_nik's solution](#)

1438.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Um_nik's solution](#)

1439.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[Um_nik's solution](#)

1440.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[Um_nik's solution](#)

1441.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Um_nik's solution](#)

1442.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Um_nik's solution](#)

1443.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Um_nik's solution](#)

1444.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Um_nik's solution](#)

1445.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Um_nik's solution](#)

1446.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Um_nik's solution](#)

1447.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Um_nik's solution](#)

1448.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)

1449.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[Um_nik's solution](#)

1450.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Um_nik's solution](#)

1451.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Um_nik's solution](#)

1452.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Um_nik's solution](#)

1453.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[Um_nik's solution](#)

1454.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Um_nik's solution](#)

1455.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Um_nik's solution](#)

1456.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[Um_nik's solution](#)

1457.

1563B

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Um_nik's solution](#)

1458.

1508A

[Binary Literature](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Um_nik's solution](#)

1459.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[Um_nik's solution](#)

1460.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Um_nik's solution](#)

1461.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Um_nik's solution](#)

1462.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Um_nik's solution](#)

1463.

1477B

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

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

[Um_nik's solution](#)

1464.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Um_nik's solution](#)

1465.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Um_nik's solution](#)

1466.

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[Um_nik's solution](#)

1467.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[Um_nik's solution](#)

1468.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Um_nik's solution](#)

1469.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[Um_nik's solution](#)

1470.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[Um_nik's solution](#)

1471.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Um_nik's solution](#)

1472.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graph matchings,

graphs

[Um_nik's solution](#)

1473.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Um_nik's solution](#)

1474.

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1900 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp

[Um_nik's solution](#)

1475.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Um_nik's solution](#)

1476.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Um_nik's solution](#)

1477.

57C

[Array](#) · [Tutorial](#)

Quality: 4,006 global accepts · Rating: 1900 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Um_nik's solution](#)

1478.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Um_nik's solution](#)

1479.

1361B

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Um_nik's solution](#)

1480.

1305D

[Kuron and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Um_nik's solution](#)

1481.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Um_nik's solution](#)

1482.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[Um_nik's solution](#)

1483.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Um_nik's solution](#)

1484.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Um_nik's solution](#)

1485.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Um_nik's solution](#)

1486.

1242B

[0-1 MST](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1487.

1237C2

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

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

[Um_nik's solution](#)

1488.

1220D

[Alex and Julian](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1489.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Um_nik's solution](#)

1490.

1205B

[Shortest Cycle](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1491.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Um_nik's solution](#)

1492.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, trees

[Um_nik's solution](#)

1493.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,066 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Um_nik's solution](#)

1494.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[Um_nik's solution](#)

1495.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[Um_nik's solution](#)

1496.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Um_nik's solution](#)

1497.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Um_nik's solution](#)

1498.

1090B

[LaTeX Expert](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 1900 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

1499.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Um_nik's solution](#)

1500.

1078A

[Barcelonian Distance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: geometry, implementation, math, shortest paths

[Um_nik's solution](#)

1501.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: math, number theory

[Um_nik's solution](#)

1502.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Um_nik's solution](#)

1503.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, hashing

[Um_nik's solution](#)

1504.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

1505.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy, math

[Um_nik's solution](#)

1506.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[Um_nik's solution](#)

1507.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[Um_nik's solution](#)

1508.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Um_nik's solution](#)

1509.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[Um_nik's solution](#)

1510.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[Um_nik's solution](#)

1511.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[Um_nik's solution](#)

1512.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: data structures

[Um_nik's solution](#)

1513.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[Um_nik's solution](#)

1514.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Um_nik's solution](#)

1515.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: data structures, dp

[Um_nik's solution](#)

1516.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: data structures, number theory

[Um_nik's solution](#)

1517.

866B

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Um_nik's solution](#)

1518.

848B

[Rooter's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[Um_nik's solution](#)

1519.

835D

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

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, strings

[Um_nik's solution](#)

1520.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Um_nik's solution](#)

1521.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: binary search, greedy

[Um_nik's solution](#)

1522.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Um_nik's solution](#)

1523.

781B

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

[Um_nik's solution](#)

1524.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, strings
[Um_nik's solution](#)

1525.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation
[Um_nik's solution](#)

1526.

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
[Um_nik's solution](#)

1527.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees
[Um_nik's solution](#)

1528.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: dp
[Um_nik's solution](#)

1529.

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
[Um_nik's solution](#)

1530.

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
[Um_nik's solution](#)

1531.

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: dfs and similar
[Um_nik's solution](#)

1532.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: games, matrices, probabilities
[Um_nik's solution](#)

1533.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[Um_nik's solution](#)

1534.

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

[Um_nik's solution](#)

1535.

687C

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

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp

[Um_nik's solution](#)

1536.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[Um_nik's solution](#)

1537.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dp, strings

[Um_nik's solution](#)

1538.

656G

[You're a Professional](#) · [Tutorial](#)

Quality: 512 global accepts · Rating: 1900 · first AC: 2016-04-01 · Python 3 (first AC) · Tags: *special

[Um_nik's solution](#)

1539.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[Um_nik's solution](#)

1540.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[Um_nik's solution](#)

1541.

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[Um_nik's solution](#)

1542.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[Um_nik's solution](#)

1543.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: data structures, dp

[Um_nik's solution](#)

1544.

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

[Um_nik's solution](#)

1545.

562D

[Restructuring Company](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

1546.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[Um_nik's solution](#)

1547.

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[Um_nik's solution](#)

1548.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[Um_nik's solution](#)

1549.

549D

[Haar Features](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1550.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[Um_nik's solution](#)

1551.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[Um_nik's solution](#)

1552.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: dp, probabilities

[Um_nik's solution](#)

1553.

536B

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

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

[Um_nik's solution](#)

1554.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[Um_nik's solution](#)

1555.

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2015-04-13 · last AC: 2015-04-13 · GNU C++11 (first AC) · Tags: divide and conquer, geometry, sortings

[Um_nik's solution](#)

1556.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Um_nik's solution](#)

1557.

524C

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

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: binary search, sortings

[Um_nik's solution](#)

1558.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[Um_nik's solution](#)

1559.

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: dp

[Um_nik's solution](#)

1560.

500D

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

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · MS C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Um_nik's solution](#)

1561.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · MS C++ (first AC) · Tags: binary search, brute force, implementation

[Um_nik's solution](#)

1562.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-28 · MS C++ (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[Um_nik's solution](#)

1563.

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: greedy

[Um_nik's solution](#)

1564.

452D

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

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

[Um_nik's solution](#)

1565.

438B

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

Rating: 1900 · first AC: 2014-06-01 · MS C++ (first AC) · Tags: dp, dsu, sortings

[Um_nik's solution](#)

1566.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2014-04-22 · MS C++ (first AC) · Tags: data structures, graphs, implementation, two pointers

[Um_nik's solution](#)

1567.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-03 · MS C++ (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[Um_nik's solution](#)

1568.

372B

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

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-13 · MS C++ (first AC) · Tags: brute force, divide and conquer, dp

[Um_nik's solution](#)

1569.

353B

[Two Heaps](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 1900 · first AC: 2013-10-10 · FPC (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation, math, sortings

[Um_nik's solution](#)

1570.

351B

[Jeff and Furik](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1571.

336B

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

Quality: 1,371 global accepts · Rating: 1900 · first AC: 2013-08-09 · FPC (first AC) · Tags: math

[Um_nik's solution](#)

1572.

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2013-05-17 · FPC (first AC) · Tags: binary search, bitmasks, greedy

[Um_nik's solution](#)

1573.

103C

[Russian Roulette](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 1900 · first AC: 2013-04-03 · FPC (first AC) · Tags: constructive algorithms, greedy

[Um_nik's solution](#)

1574.

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2013-03-04 · FPC (first AC) · Tags: dp, games, greedy, number theory

[Um_nik's solution](#)

1575.

257D

[Sum](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1576.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[Um_nik's solution](#)

1577.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Um_nik's solution](#)

1578.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,309 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[Um_nik's solution](#)

1579.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Um_nik's solution](#)

1580.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Um_nik's solution](#)

1581.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Um_nik's solution](#)

1582.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Um_nik's solution](#)

1583.

1984D

["a" String Problem](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1584.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Um_nik's solution](#)

1585.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Um_nik's solution](#)

1586.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Um_nik's solution](#)

1587.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math

[Um_nik's solution](#)

1588.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Um_nik's solution](#)

1589.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Um_nik's solution](#)

1590.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Um_nik's solution](#)

1591.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Um_nik's solution](#)

1592.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Um_nik's solution](#)

1593.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Um_nik's solution](#)

1594.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Um_nik's solution](#)

1595.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[Um_nik's solution](#)

1596.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Um_nik's solution](#)

1597.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Um_nik's solution](#)

1598.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[Um_nik's solution](#)

1599.

1763C

[Another Array Problem](#) · [Tutorial](#)

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Um_nik's solution](#)

1600.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Um_nik's solution](#)

1601.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Um_nik's solution](#)

1602.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[Um_nik's solution](#)

1603.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Um_nik's solution](#)

1604.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Um_nik's solution](#)

1605.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Um_nik's solution](#)

1606.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[Um_nik's solution](#)**1607.**

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[Um_nik's solution](#)**1608.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Um_nik's solution](#)**1609.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Um_nik's solution](#)**1610.**

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Um_nik's solution](#)**1611.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Um_nik's solution](#)**1612.**

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[Um_nik's solution](#)**1613.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Um_nik's solution](#)**1614.**

1563C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)**1615.**

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Um_nik's solution](#)

1616.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Um_nik's solution](#)

1617.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Um_nik's solution](#)

1618.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Um_nik's solution](#)

1619.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Um_nik's solution](#)

1620.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Um_nik's solution](#)

1621.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Um_nik's solution](#)

1622.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, number theory

[Um_nik's solution](#)

1623.

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[Um_nik's solution](#)

1624.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, interactive

[Um_nik's solution](#)

1625.

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,539 global accepts · Rating: 2000 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings

[Um_nik's solution](#)

1626.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Um_nik's solution](#)

1627.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Um_nik's solution](#)

1628.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Um_nik's solution](#)

1629.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Um_nik's solution](#)

1630.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Um_nik's solution](#)

1631.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Um_nik's solution](#)

1632.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[Um_nik's solution](#)

1633.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Um_nik's solution](#)

1634.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Um_nik's solution](#)

1635.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Um_nik's solution](#)

1636.

1237D

[Balanced Playlist](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Um_nik's solution](#)

1637.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[Um_nik's solution](#)

1638.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Um_nik's solution](#)

1639.

1209E1

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

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Um_nik's solution](#)

1640.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[Um_nik's solution](#)

1641.

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Um_nik's solution](#)

1642.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[Um_nik's solution](#)

1643.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Um_nik's solution](#)

1644.

1090L

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

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: greedy, math

[Um_nik's solution](#)

1645.

1090K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: math

[Um_nik's solution](#)

1646.

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

1647.

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: greedy, strings

[Um_nik's solution](#)

1648.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: interactive, math, number theory

[Um_nik's solution](#)

1649.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: data structures, greedy

[Um_nik's solution](#)

1650.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Um_nik's solution](#)

1651.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Um_nik's solution](#)

1652.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Um_nik's solution](#)

1653.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Um_nik's solution](#)

1654.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Um_nik's solution](#)

1655.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 2000 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: geometry

[Um_nik's solution](#)

1656.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: math

[Um_nik's solution](#)

1657.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Um_nik's solution](#)

1658.

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: dsu, graphs, strings

[Um_nik's solution](#)

1659.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Um_nik's solution](#)

1660.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Um_nik's solution](#)

1661.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[Um_nik's solution](#)

1662.

806B

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

Rating: 2000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Um_nik's solution](#)

1663.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[Um_nik's solution](#)

1664.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: dp, graphs

[Um_nik's solution](#)

1665.

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

[Um_nik's solution](#)

1666.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: data structures

[Um_nik's solution](#)

1667.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: binary search, data structures

[Um_nik's solution](#)

1668.

730I

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

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: dp, flows, graphs, greedy

[Um_nik's solution](#)

1669.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Um_nik's solution](#)

1670.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[Um_nik's solution](#)

1671.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[Um_nik's solution](#)

1672.

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: graphs, implementation, shortest paths

[Um_nik's solution](#)

1673.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[Um_nik's solution](#)

1674.

641E

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

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

[Um_nik's solution](#)

1675.

662D

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

Quality: 1,715 global accepts · Rating: 2000 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Um_nik's solution](#)

1676.

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special

[Um_nik's solution](#)

1677.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: data structures, dp

[Um_nik's solution](#)

1678.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: dp, strings

[Um_nik's solution](#)

1679.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[Um_nik's solution](#)

1680.

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

[Um_nik's solution](#)

1681.

571B

[Minimization](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1682.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Um_nik's solution](#)

1683.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-06-29 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Um_nik's solution](#)

1684.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[Um_nik's solution](#)

1685.

541C

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

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

[Um_nik's solution](#)

1686.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: dfs and similar

[Um_nik's solution](#)

1687.

532B

[Work Group](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1688.

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

[Um_nik's solution](#)

1689.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, data structures

[Um_nik's solution](#)

1690.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: binary search, data structures, two pointers

[Um_nik's solution](#)

1691.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, probabilities

[Um_nik's solution](#)

1692.

494B

[Obsessive String](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1693.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2014-10-05 · MS C++ (first AC) · Tags: brute force, data structures, math

[Um_nik's solution](#)

1694.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2014-07-19 · MS C++ (first AC) · Tags: graphs, greedy, shortest paths

[Um_nik's solution](#)

1695.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2014-05-02 · MS C++ (first AC) · Tags: greedy, implementation, math, ternary search

[Um_nik's solution](#)

1696.

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-02-03 · MS C++ (first AC) · Tags: games, greedy, sortings

[Um_nik's solution](#)

1697.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2013-10-10 · FPC (first AC) · Tags: constructive algorithms, dp

[Um_nik's solution](#)

1698.

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2013-05-17 · FPC (first AC) · Tags: binary search, math, two pointers

[Um_nik's solution](#)

1699.

171C

[A Piece of Cake](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2000 · first AC: 2013-03-31 · FPC (first AC) · Tags: *special, implementation

[Um_nik's solution](#)

1700.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[Um_nik's solution](#)

1701.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Um_nik's solution](#)

1702.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[Um_nik's solution](#)

1703.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Um_nik's solution](#)

1704.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Um_nik's solution](#)

1705.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Um_nik's solution](#)

1706.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,472 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Um_nik's solution](#)

1707.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[Um_nik's solution](#)

1708.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Um_nik's solution](#)

1709.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation

[Um_nik's solution](#)

1710.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Um_nik's solution](#)**1711.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Um_nik's solution](#)**1712.**

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Um_nik's solution](#)**1713.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, math

[Um_nik's solution](#)**1714.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Um_nik's solution](#)**1715.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Um_nik's solution](#)**1716.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Um_nik's solution](#)**1717.**

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math

[Um_nik's solution](#)**1718.**

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[Um_nik's solution](#)**1719.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and

similar, dsu, graphs, greedy

[Um_nik's solution](#)

1720.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Um_nik's solution](#)

1721.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Um_nik's solution](#)

1722.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Um_nik's solution](#)

1723.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

1724.

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Um_nik's solution](#)

1725.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Um_nik's solution](#)

1726.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Um_nik's solution](#)

1727.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Um_nik's solution](#)

1728.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[Um_nik's solution](#)

1729.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive

algorithms, data structures, greedy, two pointers

[Um_nik's solution](#)

1730.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Um_nik's solution](#)

1731.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Um_nik's solution](#)

1732.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[Um_nik's solution](#)

1733.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[Um_nik's solution](#)

1734.

1544E

[Minimax](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, expression parsing, greedy, implementation, sortings, strings

[Um_nik's solution](#)

1735.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Um_nik's solution](#)

1736.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

1737.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Um_nik's solution](#)

1738.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Um_nik's solution](#)

1739.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Um_nik's solution](#)

1740.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Um_nik's solution](#)

1741.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Um_nik's solution](#)

1742.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 2100 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Um_nik's solution](#)

1743.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Um_nik's solution](#)

1744.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[Um_nik's solution](#)

1745.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Um_nik's solution](#)

1746.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Um_nik's solution](#)

1747.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Um_nik's solution](#)

1748.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search

[Um_nik's solution](#)

1749.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[Um_nik's solution](#)

1750.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math
[Um_nik's solution](#)

1751.

215E

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

Quality: 672 global accepts · Rating: 2100 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory
[Um_nik's solution](#)

1752.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths
[Um_nik's solution](#)

1753.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math
[Um_nik's solution](#)

1754.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[Um_nik's solution](#)

1755.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees
[Um_nik's solution](#)

1756.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings
[Um_nik's solution](#)

1757.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2100 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
[Um_nik's solution](#)

1758.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[Um_nik's solution](#)

1759.

1254B2

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

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
[Um_nik's solution](#)

1760.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Um_nik's solution](#)

1761.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[Um_nik's solution](#)

1762.

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, greedy

[Um_nik's solution](#)

1763.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Um_nik's solution](#)

1764.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Um_nik's solution](#)

1765.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Um_nik's solution](#)

1766.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Um_nik's solution](#)

1767.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Um_nik's solution](#)

1768.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Um_nik's solution](#)

1769.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[Um_nik's solution](#)

1770.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory

[Um_nik's solution](#)

1771.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Um_nik's solution](#)

1772.

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, strings

[Um_nik's solution](#)

1773.

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: dp, math

[Um_nik's solution](#)

1774.

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: binary search, data structures

[Um_nik's solution](#)

1775.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: binary search, interactive, probabilities

[Um_nik's solution](#)

1776.

1028D

[Order book](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2100 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: combinatorics, data structures, greedy

[Um_nik's solution](#)

1777.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Um_nik's solution](#)

1778.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Um_nik's solution](#)

1779.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, geometry

[Um_nik's solution](#)

1780.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: brute force, implementation, trees

[Um_nik's solution](#)

1781.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: data structures, dp, graphs

[Um_nik's solution](#)

1782.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[Um_nik's solution](#)

1783.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[Um_nik's solution](#)

1784.

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, trees

[Um_nik's solution](#)

1785.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Um_nik's solution](#)

1786.

850B

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

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[Um_nik's solution](#)

1787.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[Um_nik's solution](#)

1788.

852C

[Property](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Um_nik's solution](#)

1789.

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Um_nik's solution](#)

1790.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Um_nik's solution](#)

1791.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,789 global accepts · Rating: 2100 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[Um_nik's solution](#)

1792.

802J2

[Send the Fool Further! \(medium\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2100 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Um_nik's solution](#)

1793.

802D1

[Marmots \(easy\)](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2100 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[Um_nik's solution](#)

1794.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[Um_nik's solution](#)

1795.

790B

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

Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[Um_nik's solution](#)

1796.

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

[Um_nik's solution](#)

1797.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[Um_nik's solution](#)

1798.

763B

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

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[Um_nik's solution](#)

1799.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Um_nik's solution](#)

1800.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: binary search, dfs and similar

[Um_nik's solution](#)

1801.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: geometry, math

[Um_nik's solution](#)

1802.

690D3

[The Wall \(hard\)](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dp

[Um_nik's solution](#)

1803.

689D

[Friends and Subsequences](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: binary search, data structures

[Um_nik's solution](#)

1804.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-18 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Um_nik's solution](#)

1805.

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings

[Um_nik's solution](#)

1806.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[Um_nik's solution](#)

1807.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry, math

[Um_nik's solution](#)

1808.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[Um_nik's solution](#)

1809.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Um_nik's solution](#)

1810.

590B

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

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[Um_nik's solution](#)

1811.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, math

[Um_nik's solution](#)

1812.

587B

[Duff in Beach](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1813.

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: dp, greedy

[Um_nik's solution](#)

1814.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[Um_nik's solution](#)

1815.

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[Um_nik's solution](#)

1816.

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: binary search, math

[Um_nik's solution](#)

1817.

546E

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

Quality: 4,310 global accepts · Rating: 2100 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: flows, graphs, math

[Um_nik's solution](#)

1818.

541F

[Quest](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

1819.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[Um_nik's solution](#)

1820.

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

[Um_nik's solution](#)

1821.

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: greedy

[Um_nik's solution](#)

1822.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,243 global accepts · Rating: 2100 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Um_nik's solution](#)

1823.

498C

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

Quality: 4,188 global accepts · Rating: 2100 · first AC: 2014-12-24 · MS C++ (first AC) · Tags: flows, graph matchings, number theory

[Um_nik's solution](#)

1824.

497C

[Distributing Parts](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-12-17 · MS C++ (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Um_nik's solution](#)

1825.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2014-11-05 · MS C++ (first AC) · Tags: binary search, math, sortings, two pointers

[Um_nik's solution](#)

1826.

475C

[Kamal-ol-molk's Painting](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: 2100 · first AC: 2014-10-05 · MS C++ (first AC) · Tags: brute force, constructive algorithms, greedy

[Um_nik's solution](#)

1827.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · MS C++ (first AC) · Tags: combinatorics, math, probabilities

[Um_nik's solution](#)

1828.

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2014-06-08 · MS C++ (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[Um_nik's solution](#)

1829.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-06 · MS C++ (first AC) · Tags: combinatorics, divide and conquer

[Um_nik's solution](#)

1830.

335C

[More Reclamation](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2100 · first AC: 2013-08-03 · FPC (first AC) · Tags: games

[Um_nik's solution](#)

1831.

306C

[White, Black and White Again](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2100 · first AC: 2013-05-12 · FPC (first AC) · Tags: combinatorics, number theory

[Um_nik's solution](#)

1832.

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2013-03-13 · FPC (first AC) · Tags: dp, games

[Um_nik's solution](#)

1833.

268E

[Playlist](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 2100 · first AC: 2013-01-28 · FPC (first AC) · Tags: math, probabilities, sortings

[Um_nik's solution](#)

1834.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[Um_nik's solution](#)

1835.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Um_nik's solution](#)

1836.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2026-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Um_nik's solution](#)

1837.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

1838.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Um_nik's solution](#)

1839.

2143D2

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

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Um_nik's solution](#)

1840.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Um_nik's solution](#)

1841.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[Um_nik's solution](#)

1842.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Um_nik's solution](#)

1843.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Um_nik's solution](#)

1844.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Um_nik's solution](#)

1845.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Um_nik's solution](#)

1846.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[Um_nik's solution](#)

1847.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Um_nik's solution](#)

1848.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Um_nik's solution](#)

1849.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Um_nik's solution](#)

1850.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Um_nik's solution](#)

1851.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[Um_nik's solution](#)

1852.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Um_nik's solution](#)

1853.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Um_nik's solution](#)

1854.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Um_nik's solution](#)

1855.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Um_nik's solution](#)

1856.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[Um_nik's solution](#)

1857.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Um_nik's solution](#)

1858.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[Um_nik's solution](#)

1859.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Um_nik's solution](#)

1860.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Um_nik's solution](#)

1861.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · last AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Um_nik's solution](#)

1862.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[Um_nik's solution](#)

1863.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[Um_nik's solution](#)

1864.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory

[Um_nik's solution](#)

1865.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Um_nik's solution](#)

1866.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[Um_nik's solution](#)

1867.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, probabilities

[Um_nik's solution](#)

1868.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[Um_nik's solution](#)

1869.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Um_nik's solution](#)

1870.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[Um_nik's solution](#)

1871.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Um_nik's solution](#)

1872.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[Um_nik's solution](#)

1873.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[Um_nik's solution](#)

1874.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings,

math

[Um_nik's solution](#)

1875.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Um_nik's solution](#)

1876.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Um_nik's solution](#)

1877.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[Um_nik's solution](#)

1878.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Um_nik's solution](#)

1879.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Um_nik's solution](#)

1880.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Um_nik's solution](#)

1881.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[Um_nik's solution](#)

1882.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Um_nik's solution](#)

1883.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Um_nik's solution](#)

1884.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Um_nik's solution](#)

1885.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Um_nik's solution](#)

1886.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Um_nik's solution](#)

1887.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[Um_nik's solution](#)

1888.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Um_nik's solution](#)

1889.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[Um_nik's solution](#)

1890.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Um_nik's solution](#)

1891.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Um_nik's solution](#)

1892.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Um_nik's solution](#)

1893.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Um_nik's solution](#)

1894.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

1895.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Um_nik's solution](#)

1896.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[Um_nik's solution](#)

1897.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Um_nik's solution](#)

1898.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[Um_nik's solution](#)

1899.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Um_nik's solution](#)

1900.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[Um_nik's solution](#)

1901.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[Um_nik's solution](#)

1902.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Um_nik's solution](#)

1903.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Um_nik's solution](#)

1904.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Um_nik's solution](#)

1905.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Um_nik's solution](#)

1906.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Um_nik's solution](#)

1907.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[Um_nik's solution](#)

1908.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Um_nik's solution](#)

1909.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Um_nik's solution](#)

1910.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Um_nik's solution](#)

1911.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Um_nik's solution](#)

1912.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Um_nik's solution](#)

1913.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Um_nik's solution](#)

1914.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Um_nik's solution](#)

1915.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[Um_nik's solution](#)

1916.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Um_nik's solution](#)

1917.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Um_nik's solution](#)

1918.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Um_nik's solution](#)

1919.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Um_nik's solution](#)

1920.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Um_nik's solution](#)

1921.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[Um_nik's solution](#)

1922.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, math

[Um_nik's solution](#)

1923.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[Um_nik's solution](#)

1924.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Um_nik's solution](#)

1925.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Um_nik's solution](#)

1926.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[Um_nik's solution](#)

1927.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: dp, graphs, number theory, shortest paths

[Um_nik's solution](#)

1928.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Um_nik's solution](#)

1929.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: math, probabilities, trees

[Um_nik's solution](#)

1930.

1034B

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

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[Um_nik's solution](#)

1931.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[Um_nik's solution](#)

1932.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: graphs

[Um_nik's solution](#)

1933.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[Um_nik's solution](#)

1934.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: binary search, dp, trees

[Um_nik's solution](#)

1935.

906B

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

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[Um_nik's solution](#)

1936.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[Um_nik's solution](#)

1937.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[Um_nik's solution](#)

1938.

850C

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

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games
[Um_nik's solution](#)

1939.

852F

[Product transformation](#) · [Tutorial](#)

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

1940.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[Um_nik's solution](#)

1941.

833B

[The Bakery](#) · [Tutorial](#)

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

1942.

802G2

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

Quality: 552 global accepts · Rating: 2200 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[Um_nik's solution](#)

1943.

802D2

[Marmots \(medium\)](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 2200 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: math
[Um_nik's solution](#)

1944.

806C

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

Rating: 2200 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[Um_nik's solution](#)

1945.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy
[Um_nik's solution](#)

1946.

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

[Um_nik's solution](#)

1947.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Um_nik's solution](#)

1948.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp

[Um_nik's solution](#)

1949.

730D

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

Quality: 915 global accepts · Rating: 2200 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Um_nik's solution](#)

1950.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[Um_nik's solution](#)

1951.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[Um_nik's solution](#)

1952.

713B

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

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[Um_nik's solution](#)

1953.

68C

[Synchrophasotron](#) · [Tutorial](#)

Quality: 353 global accepts · Rating: 2200 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: brute force

[Um_nik's solution](#)

1954.

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: trees

[Um_nik's solution](#)

1955.

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

[Um_nik's solution](#)

1956.

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2200 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Um_nik's solution](#)

1957.

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[Um_nik's solution](#)

1958.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Um_nik's solution](#)

1959.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[Um_nik's solution](#)

1960.

618D

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

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

[Um_nik's solution](#)

1961.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: data structures

[Um_nik's solution](#)

1962.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[Um_nik's solution](#)

1963.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Um_nik's solution](#)

1964.

603C

[Liesges of Legendre](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1965.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: data structures, trees

[Um_nik's solution](#)

1966.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Um_nik's solution](#)

1967.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[Um_nik's solution](#)

1968.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2015-08-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Um_nik's solution](#)

1969.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[Um_nik's solution](#)

1970.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-29 · GNU C++11 (first AC) · Tags: data structures

[Um_nik's solution](#)

1971.

551C

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

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: binary search, greedy

[Um_nik's solution](#)

1972.

549G

[Happy Line](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1973.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Um_nik's solution](#)

1974.

547A

[Mike and Frog](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1975.

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

[Um_nik's solution](#)

1976.

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

[Um_nik's solution](#)

1977.

120I

[Luck is in Numbers](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2200 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: greedy

[Um_nik's solution](#)

1978.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings
[Um_nik's solution](#)

1979.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: dp, matrices
[Um_nik's solution](#)

1980.

508E

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

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: dp, greedy
[Um_nik's solution](#)

1981.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: dp, implementation
[Um_nik's solution](#)

1982.

506B

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

Rating: 2200 · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: dfs and similar, graphs
[Um_nik's solution](#)

1983.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2014-05-02 · MS C++ (first AC) · Tags: dp, string suffix structures, strings
[Um_nik's solution](#)

1984.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2014-04-27 · MS C++ (first AC) · Tags: bitmasks, greedy
[Um_nik's solution](#)

1985.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2013-12-29 · MS C++ (first AC) · Tags: bitmasks, dp, games
[Um_nik's solution](#)

1986.

353E

[Antichain](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2200 · first AC: 2013-10-10 · FPC (first AC) · Tags: dp, graph matchings, greedy
[Um_nik's solution](#)

1987.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2013-10-04 · FPC (first AC) · Tags: greedy
[Um_nik's solution](#)

1988.

350E

[Wrong Floyd](#) · [Tutorial](#)

Quality: 858 global accepts · Rating: 2200 · first AC: 2013-10-01 · FPC (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs
[Um_nik's solution](#)

1989.

338C

[Divisor Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-08-16 · FPC (first AC) · Tags: brute force, dp, number theory

[Um_nik's solution](#)

1990.

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2013-03-04 · FPC (first AC) · Tags: bitmasks, dp

[Um_nik's solution](#)

1991.

273C

[Dima and Horses](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1992.

271E

[Three Horses](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2200 · first AC: 2013-02-11 · FPC (first AC) · Tags: constructive algorithms, math, number theory

[Um_nik's solution](#)

1993.

2187C

[Jerry and Tom](#) · [Tutorial](#)

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

[Um_nik's solution](#)

1994.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Um_nik's solution](#)

1995.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Um_nik's solution](#)

1996.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Um_nik's solution](#)

1997.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Um_nik's solution](#)

1998.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Um_nik's solution](#)

1999.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Um_nik's solution](#)

2000.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Um_nik's solution](#)

2001.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Um_nik's solution](#)

2002.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[Um_nik's solution](#)

2003.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Um_nik's solution](#)

2004.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[Um_nik's solution](#)

2005.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[Um_nik's solution](#)

2006.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2007.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Um_nik's solution](#)

2008.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Um_nik's solution](#)

2009.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Um_nik's solution](#)

2010.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Um_nik's solution](#)

2011.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[Um_nik's solution](#)

2012.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Um_nik's solution](#)

2013.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Um_nik's solution](#)

2014.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[Um_nik's solution](#)

2015.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Um_nik's solution](#)

2016.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Um_nik's solution](#)

2017.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Um_nik's solution](#)

2018.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Um_nik's solution](#)

2019.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Um_nik's solution](#)

2020.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Um_nik's solution](#)

2021.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Um_nik's solution](#)

2022.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Um_nik's solution](#)

2023.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Um_nik's solution](#)

2024.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Um_nik's solution](#)

2025.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Um_nik's solution](#)

2026.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Um_nik's solution](#)

2027.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Um_nik's solution](#)

2028.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[Um_nik's solution](#)

2029.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Um_nik's solution](#)

2030.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Um_nik's solution](#)

2031.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Um_nik's solution](#)

2032.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Um_nik's solution](#)

2033.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Um_nik's solution](#)

2034.

1408F

[Two Different](#) · [Tutorial](#)

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

[Um_nik's solution](#)

2035.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Um_nik's solution](#)

2036.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Um_nik's solution](#)

2037.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[Um_nik's solution](#)

2038.

78D

[Archer's Shot](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 2300 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math, two

pointers

[Um_nik's solution](#)

2039.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Um_nik's solution](#)

2040.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: flows

[Um_nik's solution](#)

2041.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Um_nik's solution](#)

2042.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2020-02-23 · last AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, probabilities

[Um_nik's solution](#)

2043.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[Um_nik's solution](#)

2044.

1270E

[Divide Points](#) · [Tutorial](#)

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

[Um_nik's solution](#)

2045.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Um_nik's solution](#)

2046.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[Um_nik's solution](#)

2047.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Um_nik's solution](#)

2048.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Um_nik's solution](#)

2049.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Um_nik's solution](#)

2050.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Um_nik's solution](#)

2051.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[Um_nik's solution](#)

2052.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[Um_nik's solution](#)

2053.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[Um_nik's solution](#)

2054.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

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

[Um_nik's solution](#)

2055.

1086C

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

Rating: 2300 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Um_nik's solution](#)

2056.

1090E

[Horseback Riding](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2300 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: flows, graphs

[Um_nik's solution](#)

2057.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[Um_nik's solution](#)

2058.

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[Um_nik's solution](#)

2059.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: dp

[Um_nik's solution](#)

2060.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Um_nik's solution](#)

2061.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Um_nik's solution](#)

2062.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[Um_nik's solution](#)

2063.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math

[Um_nik's solution](#)

2064.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Um_nik's solution](#)

2065.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[Um_nik's solution](#)

2066.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[Um_nik's solution](#)

2067.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[Um_nik's solution](#)

2068.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: data structures, implementation

[Um_nik's solution](#)

2069.

852I

[Dating](#) · [Tutorial](#)

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

[Um_nik's solution](#)

2070.

830C

[Bamboo Partition](#) · [Tutorial](#)

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

[Um_nik's solution](#)

2071.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[Um_nik's solution](#)

2072.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: data structures

[Um_nik's solution](#)

2073.

800C

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

Rating: 2300 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Um_nik's solution](#)

2074.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Um_nik's solution](#)

2075.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[Um_nik's solution](#)

2076.

768F

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

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[Um_nik's solution](#)

2077.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, implementation

[Um_nik's solution](#)

2078.

718C

[Sasha and Array](#) · [Tutorial](#)

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

[Um_nik's solution](#)

2079.

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

[Um_nik's solution](#)

2080.

713C

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

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

[Um_nik's solution](#)

2081.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[Um_nik's solution](#)

2082.

708C

[Centroids](#) · [Tutorial](#)

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

[Um_nik's solution](#)

2083.

690A2

[Collective Mindsets \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

2084.

677E

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

Quality: 755 global accepts · Rating: 2300 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation

[Um_nik's solution](#)

2085.

677D

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

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, shortest paths

[Um_nik's solution](#)

2086.

675E

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

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2016-05-18 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Um_nik's solution](#)

2087.

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[Um_nik's solution](#)

2088.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[Um_nik's solution](#)

2089.

610D

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

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[Um_nik's solution](#)

2090.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: dp

[Um_nik's solution](#)

2091.

601C

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

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

[Um_nik's solution](#)

2092.

594C

[Edo and Magnets](#) · [Tutorial](#)

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

[Um_nik's solution](#)

2093.

585D

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

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

[Um_nik's solution](#)

2094.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Um_nik's solution](#)

2095.

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

[Um_nik's solution](#)

2096.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2015-08-15 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Um_nik's solution](#)

2097.

562F

[Matching Names](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

2098.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[Um_nik's solution](#)

2099.

549B

[Lookery Party](#) · [Tutorial](#)

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

[Um_nik's solution](#)

2100.

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

[Um_nik's solution](#)

2101.

516C

[Brazil and Park](#) · [Tutorial](#)

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

[Um_nik's solution](#)

2102.

512C

[Fox And Dinner](#) · [Tutorial](#)

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

[Um_nik's solution](#)

2103.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-30 · MS C++ (first AC) · Tags: data structures, dp, dsu

[Um_nik's solution](#)

2104.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2014-07-06 · MS C++ (first AC) · Tags: probabilities

[Um_nik's solution](#)

2105.

425C

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

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

[Um_nik's solution](#)

2106.

414D

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

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

[Um_nik's solution](#)

2107.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-03-22 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Um_nik's solution](#)

2108.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2013-06-14 · FPC (first AC) · Tags: dp, games

[Um_nik's solution](#)

2109.

305E

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

Quality: 731 global accepts · Rating: 2300 · first AC: 2013-05-19 · FPC (first AC) · Tags: games

[Um_nik's solution](#)

2110.

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2013-02-28 · FPC (first AC) · Tags: constructive algorithms, geometry

[Um_nik's solution](#)

2111.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Um_nik's solution](#)

2112.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[Um_nik's solution](#)

2113.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Um_nik's solution](#)

2114.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Um_nik's solution](#)

2115.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Um_nik's solution](#)

2116.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Um_nik's solution](#)

2117.

2066D1

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

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Um_nik's solution](#)

2118.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[Um_nik's solution](#)

2119.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Um_nik's solution](#)

2120.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[Um_nik's solution](#)

2121.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive

[Um_nik's solution](#)

2122.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Um_nik's solution](#)

2123.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Um_nik's solution](#)

2124.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Um_nik's solution](#)

2125.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Um_nik's solution](#)

2126.

1887C

[Minimum Array](#) · [Tutorial](#)

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

[Um_nik's solution](#)

2127.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Um_nik's solution](#)

2128.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Um_nik's solution](#)

2129.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[Um_nik's solution](#)

2130.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Um_nik's solution](#)

2131.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Um_nik's solution](#)

2132.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Um_nik's solution](#)

2133.

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Um_nik's solution](#)

2134.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Um_nik's solution](#)

2135.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Um_nik's solution](#)

2136.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Um_nik's solution](#)

2137.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[Um_nik's solution](#)

2138.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Um_nik's solution](#)

2139.

1792E

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

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Um_nik's solution](#)

2140.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[Um_nik's solution](#)

2141.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Um_nik's solution](#)

2142.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Um_nik's solution](#)

2143.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[Um_nik's solution](#)

2144.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Um_nik's solution](#)

2145.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Um_nik's solution](#)

2146.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Um_nik's solution](#)

2147.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Um_nik's solution](#)

2148.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Um_nik's solution](#)

2149.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Um_nik's solution](#)

2150.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Um_nik's solution](#)

2151.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Um_nik's solution](#)

2152.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Um_nik's solution](#)

2153.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[Um_nik's solution](#)

2154.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Um_nik's solution](#)

2155.

1523D

[Love-Hate](#) · [Tutorial](#)

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

[Um_nik's solution](#)

2156.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[Um_nik's solution](#)

2157.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[Um_nik's solution](#)

2158.

1450F

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

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Um_nik's solution](#)

2159.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[Um_nik's solution](#)

2160.

1441B

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

Rating: 2400 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Um_nik's solution](#)

2161.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[Um_nik's solution](#)

2162.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Um_nik's solution](#)

2163.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Um_nik's solution](#)

2164.

1408E

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

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

[Um_nik's solution](#)

2165.

107D

[Crime Management](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, matrices

[Um_nik's solution](#)

2166.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, probabilities

[Um_nik's solution](#)

2167.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Um_nik's solution](#)

2168.

1340C

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

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

[Um_nik's solution](#)

2169.

1329C

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

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

[Um_nik's solution](#)

2170.

1326E

[Bombs](#) · [Tutorial](#)

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

[Um_nik's solution](#)

2171.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Um_nik's solution](#)

2172.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[Um_nik's solution](#)

2173.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Um_nik's solution](#)

2174.

1089K

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

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Um_nik's solution](#)

2175.

1242C

[Sum Balance](#) · [Tutorial](#)

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

[Um_nik's solution](#)

2176.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees

[Um_nik's solution](#)

2177.

1237E

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

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

[Um_nik's solution](#)

2178.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[Um_nik's solution](#)

2179.

1218D

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

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

[Um_nik's solution](#)

2180.

1205C

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

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

[Um_nik's solution](#)

2181.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Um_nik's solution](#)

2182.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[Um_nik's solution](#)

2183.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Um_nik's solution](#)

2184.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[Um_nik's solution](#)

2185.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Um_nik's solution](#)

2186.

1109D

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

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[Um_nik's solution](#)

2187.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Um_nik's solution](#)

2188.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[Um_nik's solution](#)

2189.

1090C

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

Quality: 571 global accepts · Rating: 2400 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[Um_nik's solution](#)

2190.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: data structures

[Um_nik's solution](#)

2191.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: dp

[Um_nik's solution](#)

2192.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[Um_nik's solution](#)

2193.

1078C

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

Quality: 2400 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[Um_nik's solution](#)

2194.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: data structures, greedy

[Um_nik's solution](#)

2195.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[Um_nik's solution](#)

2196.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[Um_nik's solution](#)

2197.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: math

[Um_nik's solution](#)

2198.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: hashing, number theory

[Um_nik's solution](#)

2199.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)

2200.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[Um_nik's solution](#)

2201.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[Um_nik's solution](#)

2202.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[Um_nik's solution](#)

2203.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, matrices

[Um_nik's solution](#)

2204.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Um_nik's solution](#)

2205.

913E

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

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths

[Um_nik's solution](#)

2206.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs

[Um_nik's solution](#)

2207.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: dp, math

[Um_nik's solution](#)

2208.

866D

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

Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[Um_nik's solution](#)

2209.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, probabilities

[Um_nik's solution](#)

2210.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[Um_nik's solution](#)

2211.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[Um_nik's solution](#)

2212.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Um_nik's solution](#)

2213.

815C

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

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

[Um_nik's solution](#)

2214.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[Um_nik's solution](#)

2215.

802J3

[Send the Fool Further! \(hard\)](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2400 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[Um_nik's solution](#)

2216.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing

[Um_nik's solution](#)

2217.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Um_nik's solution](#)

2218.

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

[Um_nik's solution](#)

2219.

755E

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

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Um_nik's solution](#)

2220.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: data structures, probabilities

[Um_nik's solution](#)

2221.

744C

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

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[Um_nik's solution](#)

2222.

717H

[Pokémon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: math, probabilities

[Um_nik's solution](#)

2223.

717G

[Underfall](#) · [Tutorial](#)

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

[Um_nik's solution](#)

2224.

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

2225.

695A

[LRU](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[Um_nik's solution](#)

2226.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp

[Um_nik's solution](#)

2227.

641D

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

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: dp, implementation, math, probabilities

[Um_nik's solution](#)

2228.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: bitmasks, math, matrices, probabilities

[Um_nik's solution](#)

2229.

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

[Um_nik's solution](#)

2230.

633E

[Startup Funding](#) · [Tutorial](#)

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

[Um_nik's solution](#)

2231.

626F

[Group Projects](#) · [Tutorial](#)

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

[Um_nik's solution](#)

2232.

626E

[Simple Skewness](#) · [Tutorial](#)

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

[Um_nik's solution](#)

2233.

605C

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

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

[Um_nik's solution](#)

2234.

585C

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

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: number theory

[Um_nik's solution](#)

2235.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: dp, trees, two pointers

[Um_nik's solution](#)

2236.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: number theory

[Um_nik's solution](#)

2237.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: dp

[Um_nik's solution](#)

2238.

541A

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

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

[Um_nik's solution](#)

2239.

532F

[Encoding](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

2240.

534E

[Berland Local Positioning System](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2400 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, hashing, implementation

[Um_nik's solution](#)

2241.

526E

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

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

[Um_nik's solution](#)

2242.

524E

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

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, sortings

[Um_nik's solution](#)

2243.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp, probabilities

[Um_nik's solution](#)

2244.

506D

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

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

[Um_nik's solution](#)

2245.

498D

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

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2014-12-24 · MS C++ (first AC) · Tags: data structures, dp, number theory

[Um_nik's solution](#)

2246.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-24 · MS C++ (first AC) · Tags: dp, probabilities, two pointers

[Um_nik's solution](#)

2247.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2014-11-05 · MS C++ (first AC) · Tags: data structures, dp, greedy

[Um_nik's solution](#)

2248.

449D

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

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

[Um_nik's solution](#)

2249.

441E

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

Quality: 816 global accepts · Rating: 2400 · first AC: 2014-06-08 · MS C++ (first AC) · Tags: bitmasks, dp, math, probabilities

[Um_nik's solution](#)

2250.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2013-05-13 · FPC (first AC) · Tags: brute force, graphs, math, number theory

[Um_nik's solution](#)

2251.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2013-04-19 · FPC (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)

2252.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, sortings

[Um_nik's solution](#)

2253.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Um_nik's solution](#)

2254.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[Um_nik's solution](#)

2255.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[Um_nik's solution](#)

2256.

2034F1

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[Um_nik's solution](#)

2257.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy, implementation

[Um_nik's solution](#)

2258.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Um_nik's solution](#)

2259.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Um_nik's solution](#)

2260.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, sortings

[Um_nik's solution](#)

2261.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Um_nik's solution](#)

2262.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Um_nik's solution](#)

2263.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Um_nik's solution](#)

2264.

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[Um_nik's solution](#)

2265.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[Um_nik's solution](#)

2266.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Um_nik's solution](#)

2267.

1876D

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

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

[Um_nik's solution](#)

2268.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Um_nik's solution](#)

2269.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Um_nik's solution](#)

2270.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Um_nik's solution](#)

2271.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[Um_nik's solution](#)

2272.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[Um_nik's solution](#)

2273.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Um_nik's solution](#)

2274.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Um_nik's solution](#)

2275.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Um_nik's solution](#)

2276.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math

[Um_nik's solution](#)

2277.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Um_nik's solution](#)

2278.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Um_nik's solution](#)

2279.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · last AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Um_nik's solution](#)

2280.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[Um_nik's solution](#)

2281.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, number theory

[Um_nik's solution](#)

2282.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Um_nik's solution](#)

2283.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Um_nik's solution](#)

2284.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Um_nik's solution](#)

2285.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Um_nik's solution](#)

2286.

1773I

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

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation, interactive

[Um_nik's solution](#)

2287.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Um_nik's solution](#)

2288.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Um_nik's solution](#)

2289.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, two pointers

[Um_nik's solution](#)

2290.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Um_nik's solution](#)

2291.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Um_nik's solution](#)

2292.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Um_nik's solution](#)

2293.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Um_nik's solution](#)

2294.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Um_nik's solution](#)

2295.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[Um_nik's solution](#)

2296.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Um_nik's solution](#)

2297.

1709F

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows,

graphs, math, meet-in-the-middle, trees

[Um_nik's solution](#)

2298.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Um_nik's solution](#)

2299.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Um_nik's solution](#)

2300.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Um_nik's solution](#)

2301.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Um_nik's solution](#)

2302.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Um_nik's solution](#)

2303.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Um_nik's solution](#)

2304.

1534F1

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

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

[Um_nik's solution](#)

2305.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Um_nik's solution](#)

2306.

1517E

[Group Photo](#) · [Tutorial](#)

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

[Um_nik's solution](#)

2307.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Um_nik's solution](#)

2308.

1508C

[Complete the MST](#) · [Tutorial](#)

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

[Um_nik's solution](#)

2309.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[Um_nik's solution](#)

2310.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[Um_nik's solution](#)

2311.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Um_nik's solution](#)

2312.

1470C

[Strange Shuffle](#) · [Tutorial](#)

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

[Um_nik's solution](#)

2313.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Um_nik's solution](#)

2314.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[Um_nik's solution](#)

2315.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Um_nik's solution](#)

2316.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Um_nik's solution](#)

2317.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Um_nik's solution](#)

2318.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Um_nik's solution](#)

2319.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Um_nik's solution](#)

2320.

1375E

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

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

[Um_nik's solution](#)

2321.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Um_nik's solution](#)

2322.

1361C

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

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Um_nik's solution](#)

2323.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Um_nik's solution](#)

2324.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[Um_nik's solution](#)

2325.

1310B

[Double Elimination](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Um_nik's solution](#)

2326.

1307E

[Cow and Treats](#) · [Tutorial](#)

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

[Um_nik's solution](#)

2327.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[Um_nik's solution](#)

2328.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Um_nik's solution](#)

2329.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[Um_nik's solution](#)

2330.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[Um_nik's solution](#)

2331.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[Um_nik's solution](#)

2332.

1218E

[Product Tuples](#) · [Tutorial](#)

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

[Um_nik's solution](#)

2333.

1209E2

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

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

[Um_nik's solution](#)

2334.

1188A2

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

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

[Um_nik's solution](#)

2335.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Um_nik's solution](#)

2336.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Um_nik's solution](#)

2337.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Um_nik's solution](#)

2338.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Um_nik's solution](#)

2339.

1086D

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

Rating: 2500 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: data structures, greedy

[Um_nik's solution](#)

2340.

1090G

[Combostone](#) · [Tutorial](#)

Quality: 123 global accepts · Rating: 2500 · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: games, implementation

[Um_nik's solution](#)

2341.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: binary search, dp, math

[Um_nik's solution](#)

2342.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: binary search, dp

[Um_nik's solution](#)

2343.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Um_nik's solution](#)

2344.

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[Um_nik's solution](#)

2345.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math

[Um_nik's solution](#)

2346.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Um_nik's solution](#)

2347.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Um_nik's solution](#)

2348.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[Um_nik's solution](#)

2349.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[Um_nik's solution](#)

2350.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-05-31 · last AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Um_nik's solution](#)

2351.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: binary search, graph matchings, greedy

[Um_nik's solution](#)

2352.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: data structures

[Um_nik's solution](#)

2353.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Um_nik's solution](#)

2354.

956D

[Contact ATC](#) · [Tutorial](#)

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

[Um_nik's solution](#)

2355.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[Um_nik's solution](#)

2356.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: data structures, games, implementation

[Um_nik's solution](#)

2357.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: trees

[Um_nik's solution](#)

2358.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[Um_nik's solution](#)

2359.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[Um_nik's solution](#)

2360.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[Um_nik's solution](#)

2361.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-05 · GNU C++11 (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees
[Um_nik's solution](#)

2362.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dp
[Um_nik's solution](#)

2363.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, number theory
[Um_nik's solution](#)

2364.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: data structures
[Um_nik's solution](#)

2365.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, math
[Um_nik's solution](#)

2366.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities
[Um_nik's solution](#)

2367.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings
[Um_nik's solution](#)

2368.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Um_nik's solution](#)

2369.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: data structures, geometry

[Um_nik's solution](#)

2370.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Um_nik's solution](#)

2371.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: binary search, implementation

[Um_nik's solution](#)

2372.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: data structures, strings

[Um_nik's solution](#)

2373.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: hashing, strings

[Um_nik's solution](#)

2374.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: data structures, greedy

[Um_nik's solution](#)

2375.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[Um_nik's solution](#)

2376.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: data structures, number theory

[Um_nik's solution](#)

2377.

594B

[Max and Bike](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2500 · first AC: 2015-11-08 · MS C++ (first AC) · Tags: binary search, geometry

[Um_nik's solution](#)

2378.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[Um_nik's solution](#)

2379.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Um_nik's solution](#)

2380.

562E

[Max and Min](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

2381.

555D

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

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-06-29 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[Um_nik's solution](#)

2382.

551E

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

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Um_nik's solution](#)

2383.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Um_nik's solution](#)

2384.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: bitmasks, brute force, fft

[Um_nik's solution](#)

2385.

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[Um_nik's solution](#)

2386.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2014-07-19 · MS C++ (first AC) · Tags: constructive algorithms, number theory

[Um_nik's solution](#)

2387.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2014-07-06 · MS C++ (first AC) · Tags: binary search, hashing, strings, two pointers

[Um_nik's solution](#)

2388.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[Um_nik's solution](#)

2389.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Um_nik's solution](#)

2390.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[Um_nik's solution](#)

2391.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Um_nik's solution](#)

2392.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2600 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[Um_nik's solution](#)

2393.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[Um_nik's solution](#)

2394.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Um_nik's solution](#)

2395.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Um_nik's solution](#)

2396.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Um_nik's solution](#)

2397.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Um_nik's solution](#)

2398.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Um_nik's solution](#)

2399.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Um_nik's solution](#)

2400.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Um_nik's solution](#)

2401.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Um_nik's solution](#)

2402.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Um_nik's solution](#)

2403.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[Um_nik's solution](#)

2404.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, trees

[Um_nik's solution](#)

2405.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Um_nik's solution](#)

2406.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Um_nik's solution](#)

2407.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Um_nik's solution](#)

2408.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities, trees

[Um_nik's solution](#)

2409.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Um_nik's solution](#)

2410.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search,

brute force, implementation, math, sortings

[Um_nik's solution](#)

2411.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · last AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Um_nik's solution](#)

2412.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Um_nik's solution](#)

2413.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[Um_nik's solution](#)

2414.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Um_nik's solution](#)

2415.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[Um_nik's solution](#)

2416.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Um_nik's solution](#)

2417.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[Um_nik's solution](#)

2418.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Um_nik's solution](#)

2419.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games

[Um_nik's solution](#)

2420.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Um_nik's solution](#)

2421.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees
[Um_nik's solution](#)

2422.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy
[Um_nik's solution](#)

2423.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[Um_nik's solution](#)

2424.

1563D

[Top-Notch Insertions](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics
[Um_nik's solution](#)

2425.

1544F

[Bingo](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, probabilities
[Um_nik's solution](#)

2426.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[Um_nik's solution](#)

2427.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees
[Um_nik's solution](#)

2428.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs
[Um_nik's solution](#)

2429.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers
[Um_nik's solution](#)

2430.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees
[Um_nik's solution](#)

2431.

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, probabilities

[Um_nik's solution](#)

2432.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Um_nik's solution](#)

2433.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[Um_nik's solution](#)

2434.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Um_nik's solution](#)

2435.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Um_nik's solution](#)

2436.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Um_nik's solution](#)

2437.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Um_nik's solution](#)

2438.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: meet-in-the-middle

[Um_nik's solution](#)

2439.

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[Um_nik's solution](#)

2440.

1398G

[Running Competition](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, fft, math, number theory

[Um_nik's solution](#)

2441.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[Um_nik's solution](#)

2442.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[Um_nik's solution](#)

2443.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[Um_nik's solution](#)

2444.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[Um_nik's solution](#)

2445.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Um_nik's solution](#)

2446.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Um_nik's solution](#)

2447.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Um_nik's solution](#)

2448.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Um_nik's solution](#)

2449.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Um_nik's solution](#)

2450.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Um_nik's solution](#)

2451.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Um_nik's solution](#)

2452.

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Um_nik's solution](#)

2453.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Um_nik's solution](#)

2454.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Um_nik's solution](#)

2455.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Um_nik's solution](#)

2456.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Um_nik's solution](#)

2457.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Um_nik's solution](#)

2458.

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Um_nik's solution](#)

2459.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Um_nik's solution](#)

2460.

1090F

[How to Learn You Score](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 2600 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive

[Um_nik's solution](#)

2461.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: strings

[Um_nik's solution](#)

2462.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, interactive

[Um_nik's solution](#)

2463.

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)

2464.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)

2465.

1045J

[Moonwalk challenge](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 2600 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[Um_nik's solution](#)

2466.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory

[Um_nik's solution](#)

2467.

963C

[Cutting Rectangle](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2600 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Um_nik's solution](#)

2468.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[Um_nik's solution](#)

2469.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[Um_nik's solution](#)

2470.

832E

[Vasya and Shifts](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: matrices

[Um_nik's solution](#)

2471.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Um_nik's solution](#)

2472.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Um_nik's solution](#)

2473.

763C

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

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[Um_nik's solution](#)

2474.

724G

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

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Um_nik's solution](#)

2475.

717F

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

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

[Um_nik's solution](#)

2476.

690B3

[Recover Polygon \(hard\)](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 2600 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: data structures

[Um_nik's solution](#)

2477.

690B2

[Recover Polygon \(medium\)](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2600 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: geometry

[Um_nik's solution](#)

2478.

695C

[Limak and Shooting Points](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: geometry, math

[Um_nik's solution](#)

2479.

695B

[Break Up](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: graphs

[Um_nik's solution](#)

2480.

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: geometry, two pointers

[Um_nik's solution](#)

2481.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[Um_nik's solution](#)

2482.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Um_nik's solution](#)

2483.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: dp

[Um_nik's solution](#)

2484.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: data structures, trees

[Um_nik's solution](#)

2485.

562G

[Replicating Processes](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

2486.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Um_nik's solution](#)

2487.

541E

[Playing on Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

2488.

541D

[Superhero's Job](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

2489.

536C

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

Rating: 2600 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: geometry, math

[Um_nik's solution](#)

2490.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs

[Um_nik's solution](#)

2491.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2014-11-05 · MS C++ (first AC) · Tags: implementation, math

[Um_nik's solution](#)

2492.

303D

[Rotatable Number](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2600 · first AC: 2013-05-13 · FPC (first AC) · Tags: math, number theory

[Um_nik's solution](#)

2493.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Um_nik's solution](#)

2494.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp,

string suffix structures, strings

[Um_nik's solution](#)

2495.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[Um_nik's solution](#)

2496.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[Um_nik's solution](#)

2497.

2071F

[Towering Arrays](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 2700 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Um_nik's solution](#)

2498.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Um_nik's solution](#)

2499.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Um_nik's solution](#)

2500.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[Um_nik's solution](#)

2501.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Um_nik's solution](#)

2502.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[Um_nik's solution](#)

2503.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[Um_nik's solution](#)

2504.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation

[Um_nik's solution](#)

2505.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dsu

[Um_nik's solution](#)

2506.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Um_nik's solution](#)

2507.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[Um_nik's solution](#)

2508.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Um_nik's solution](#)

2509.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[Um_nik's solution](#)

2510.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Um_nik's solution](#)

2511.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[Um_nik's solution](#)

2512.

1782F

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

Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Um_nik's solution](#)

2513.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[Um_nik's solution](#)

2514.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[Um_nik's solution](#)

2515.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp

[Um_nik's solution](#)

2516.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[Um_nik's solution](#)

2517.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Um_nik's solution](#)

2518.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Um_nik's solution](#)

2519.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: hashing

[Um_nik's solution](#)

2520.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, shortest paths

[Um_nik's solution](#)

2521.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Um_nik's solution](#)

2522.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Um_nik's solution](#)

2523.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Um_nik's solution](#)

2524.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[Um_nik's solution](#)

2525.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[Um_nik's solution](#)

2526.

1510E

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

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

2527.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Um_nik's solution](#)

2528.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math, probabilities

[Um_nik's solution](#)

2529.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Um_nik's solution](#)

2530.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[Um_nik's solution](#)

2531.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Um_nik's solution](#)

2532.

1423E

[5G Antenna Towers](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[Um_nik's solution](#)

2533.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: math

[Um_nik's solution](#)

2534.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Um_nik's solution](#)

2535.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, sortings

[Um_nik's solution](#)

2536.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Um_nik's solution](#)

2537.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Um_nik's solution](#)

2538.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-13 · last AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[Um_nik's solution](#)

2539.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Um_nik's solution](#)

2540.

1336E1

[Chori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Um_nik's solution](#)

2541.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[Um_nik's solution](#)

2542.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Um_nik's solution](#)

2543.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Um_nik's solution](#)

2544.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Um_nik's solution](#)

2545.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Um_nik's solution](#)

2546.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat

[Um_nik's solution](#)

2547.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Um_nik's solution](#)

2548.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2018-04-04 · last AC: 2019-08-01 · GNU C++11 (first AC) · Tags: binary search, hashing, string suffix structures

[Um_nik's solution](#)

2549.

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, matrices

[Um_nik's solution](#)

2550.

1184B3

[The Doctor Meets Vader \(Hard\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 2700 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, shortest paths

[Um_nik's solution](#)

2551.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Um_nik's solution](#)

2552.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[Um_nik's solution](#)

2553.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs

[Um_nik's solution](#)

2554.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[Um_nik's solution](#)

2555.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: flows, graph matchings

[Um_nik's solution](#)

2556.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory, trees

[Um_nik's solution](#)

2557.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, sortings

[Um_nik's solution](#)

2558.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[Um_nik's solution](#)

2559.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[Um_nik's solution](#)

2560.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Um_nik's solution](#)

2561.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: dp, greedy

[Um_nik's solution](#)

2562.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[Um_nik's solution](#)

2563.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: geometry, graphs

[Um_nik's solution](#)

2564.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[Um_nik's solution](#)

2565.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Um_nik's solution](#)

2566.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: data structures, graphs

[Um_nik's solution](#)

2567.

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, math

[Um_nik's solution](#)

2568.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings

[Um_nik's solution](#)

2569.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Um_nik's solution](#)

2570.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Um_nik's solution](#)

2571.

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: data structures

[Um_nik's solution](#)

2572.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, data structures

[Um_nik's solution](#)

2573.

717B

[R3D3's Summer Adventure](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2700 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: dp, greedy

[Um_nik's solution](#)

2574.

690F2

[Tree of Life \(medium\)](#) · [Tutorial](#)

Quality: 93 global accepts · Rating: 2700 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: constructive algorithms, hashing, trees

[Um_nik's solution](#)

2575.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees

[Um_nik's solution](#)

2576.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[Um_nik's solution](#)

2577.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[Um_nik's solution](#)

2578.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: dp, greedy

[Um_nik's solution](#)

2579.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Um_nik's solution](#)

2580.

575C

[Party](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graph matchings

[Um_nik's solution](#)

2581.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[Um_nik's solution](#)

2582.

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

[Um_nik's solution](#)

2583.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[Um_nik's solution](#)

2584.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: flows

[Um_nik's solution](#)

2585.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[Um_nik's solution](#)

2586.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Um_nik's solution](#)

2587.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Um_nik's solution](#)

2588.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Um_nik's solution](#)

2589.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Um_nik's solution](#)

2590.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Um_nik's solution](#)

2591.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Um_nik's solution](#)

2592.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[Um_nik's solution](#)

2593.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, math, number theory

[Um_nik's solution](#)

2594.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Um_nik's solution](#)

2595.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Um_nik's solution](#)

2596.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings, trees

[Um_nik's solution](#)

2597.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[Um_nik's solution](#)

2598.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, shortest paths

[Um_nik's solution](#)

2599.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[Um_nik's solution](#)

2600.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[Um_nik's solution](#)

2601.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Um_nik's solution](#)

2602.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Um_nik's solution](#)

2603.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Um_nik's solution](#)

2604.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[Um_nik's solution](#)

2605.

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Um_nik's solution](#)

2606.

1441C

[Sum](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, greedy

[Um_nik's solution](#)

2607.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[Um_nik's solution](#)

2608.

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Um_nik's solution](#)

2609.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[Um_nik's solution](#)

2610.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Um_nik's solution](#)

2611.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[Um_nik's solution](#)

2612.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[Um_nik's solution](#)

2613.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Um_nik's solution](#)

2614.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Um_nik's solution](#)

2615.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[Um_nik's solution](#)

2616.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, strings

[Um_nik's solution](#)

2617.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Um_nik's solution](#)

2618.

1218A

[BubbleReactor](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 2800 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Um_nik's solution](#)

2619.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Um_nik's solution](#)

2620.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs

[Um_nik's solution](#)

2621.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Um_nik's solution](#)

2622.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Um_nik's solution](#)

2623.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Um_nik's solution](#)

2624.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft, math

[Um_nik's solution](#)

2625.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[Um_nik's solution](#)

2626.

1071D

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

Rating: 2800 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: graphs, math

[Um_nik's solution](#)

2627.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[Um_nik's solution](#)

2628.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Um_nik's solution](#)

2629.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math,

number theory, trees

[Um_nik's solution](#)

2630.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: binary search, data structures, trees

[Um_nik's solution](#)

2631.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: dp, graphs, math, probabilities

[Um_nik's solution](#)

2632.

859F

[Ordering T-Shirts](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 2800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Um_nik's solution](#)

2633.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[Um_nik's solution](#)

2634.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees

[Um_nik's solution](#)

2635.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[Um_nik's solution](#)

2636.

802D3

[Marmots \(hard\)](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 2800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[Um_nik's solution](#)

2637.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Um_nik's solution](#)

2638.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Um_nik's solution](#)

2639.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[Um_nik's solution](#)

2640.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[Um_nik's solution](#)

2641.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[Um_nik's solution](#)

2642.

695D

[Cron](#) · [Tutorial](#)

Rating: 2800 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

2643.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[Um_nik's solution](#)

2644.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[Um_nik's solution](#)

2645.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Um_nik's solution](#)

2646.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, dp

[Um_nik's solution](#)

2647.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2015-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Um_nik's solution](#)

2648.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: flows

[Um_nik's solution](#)

2649.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, matrices, trees

[Um_nik's solution](#)

2650.

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[Um_nik's solution](#)

2651.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, greedy, math

[Um_nik's solution](#)

2652.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Um_nik's solution](#)

2653.

2066D2

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

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Um_nik's solution](#)

2654.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[Um_nik's solution](#)

2655.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, trees

[Um_nik's solution](#)

2656.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Um_nik's solution](#)

2657.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[Um_nik's solution](#)

2658.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[Um_nik's solution](#)

2659.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Um_nik's solution](#)

2660.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[Um_nik's solution](#)

2661.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Um_nik's solution](#)

2662.

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Um_nik's solution](#)

2663.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, math

[Um_nik's solution](#)

2664.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Um_nik's solution](#)

2665.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[Um_nik's solution](#)

2666.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[Um_nik's solution](#)

2667.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Um_nik's solution](#)

2668.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[Um_nik's solution](#)

2669.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Um_nik's solution](#)

2670.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Um_nik's solution](#)

2671.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices

[Um_nik's solution](#)

2672.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Um_nik's solution](#)

2673.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[Um_nik's solution](#)

2674.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graph matchings, graphs

[Um_nik's solution](#)

2675.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[Um_nik's solution](#)

2676.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Um_nik's solution](#)

2677.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Um_nik's solution](#)

2678.

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Um_nik's solution](#)

2679.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, trees

[Um_nik's solution](#)

2680.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Um_nik's solution](#)

2681.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, number theory

[Um_nik's solution](#)

2682.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Um_nik's solution](#)

2683.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Um_nik's solution](#)

2684.

1218H

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

Quality: 157 global accepts · Rating: 2900 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[Um_nik's solution](#)

2685.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[Um_nik's solution](#)

2686.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp

[Um_nik's solution](#)

2687.

1090H

[Linearization](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 2900 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: graphs

[Um_nik's solution](#)

2688.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: data structures, trees

[Um_nik's solution](#)

2689.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: data structures, dp

[Um_nik's solution](#)

2690.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: strings, trees

[Um_nik's solution](#)

2691.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: brute force

[Um_nik's solution](#)

2692.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: math

[Um_nik's solution](#)

2693.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, trees

[Um_nik's solution](#)

2694.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[Um_nik's solution](#)

2695.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: data structures, dp, math

[Um_nik's solution](#)

2696.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math

[Um_nik's solution](#)

2697.

889D

[Symmetric Projections](#) · [Tutorial](#)

Rating: 2900 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: geometry

[Um_nik's solution](#)

2698.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: bitmasks

[Um_nik's solution](#)

2699.

815E

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

Quality: 249 global accepts · Rating: 2900 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation

[Um_nik's solution](#)

2700.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Um_nik's solution](#)

2701.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: data structures

[Um_nik's solution](#)

2702.

763D

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

Quality: 646 global accepts · Rating: 2900 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: data structures, graphs, hashing, shortest

paths, trees

[Um_nik's solution](#)

2703.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Um_nik's solution](#)

2704.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: games, greedy

[Um_nik's solution](#)

2705.

724E

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

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[Um_nik's solution](#)

2706.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Um_nik's solution](#)

2707.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: flows

[Um_nik's solution](#)

2708.

687E

[TOE](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Um_nik's solution](#)

2709.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Um_nik's solution](#)

2710.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: dp, math, meet-in-the-middle

[Um_nik's solution](#)

2711.

643D

[Bearish Fanpages](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

2712.

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: binary search, dp

[Um_nik's solution](#)

2713.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: geometry, two pointers

[Um_nik's solution](#)

2714.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Um_nik's solution](#)

2715.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: constructive algorithms, divide and conquer

[Um_nik's solution](#)

2716.

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: binary search, greedy

[Um_nik's solution](#)

2717.

497D

[Gears](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2900 · first AC: 2014-12-17 · MS C++ (first AC) · Tags: brute force, geometry, math

[Um_nik's solution](#)

2718.

449E

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

Quality: 305 global accepts · Rating: 2900 · first AC: 2014-07-19 · MS C++ (first AC) · Tags: dp, math, number theory

[Um_nik's solution](#)

2719.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees

[Um_nik's solution](#)

2720.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, sortings

[Um_nik's solution](#)

2721.

2075F

[Beautiful Sequence Returns](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[Um_nik's solution](#)

2722.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[Um_nik's solution](#)

2723.

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, number theory

[Um_nik's solution](#)

2724.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[Um_nik's solution](#)

2725.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Um_nik's solution](#)

2726.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[Um_nik's solution](#)

2727.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, trees

[Um_nik's solution](#)

2728.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[Um_nik's solution](#)

2729.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[Um_nik's solution](#)

2730.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Um_nik's solution](#)

2731.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[Um_nik's solution](#)

2732.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, trees

[Um_nik's solution](#)

2733.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Um_nik's solution](#)

2734.

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Um_nik's solution](#)

2735.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[Um_nik's solution](#)

2736.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[Um_nik's solution](#)

2737.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[Um_nik's solution](#)

2738.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Um_nik's solution](#)

2739.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[Um_nik's solution](#)

2740.

1563E

[Down Below](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: graphs
[Um_nik's solution](#)

2741.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings
[Um_nik's solution](#)

2742.

1534F2

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

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy
[Um_nik's solution](#)

2743.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings
[Um_nik's solution](#)

2744.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers
[Um_nik's solution](#)

2745.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Um_nik's solution](#)

2746.

1423I

[Lookup Tables](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3000 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[Um_nik's solution](#)

2747.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory, two pointers

[Um_nik's solution](#)

2748.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[Um_nik's solution](#)

2749.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[Um_nik's solution](#)

2750.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[Um_nik's solution](#)

2751.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[Um_nik's solution](#)

2752.

1218G

[Alpha planetary system](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Um_nik's solution](#)

2753.

1218B

[Guarding warehouses](#) · [Tutorial](#)

Quality: 95 global accepts · Rating: 3000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[Um_nik's solution](#)

2754.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[Um_nik's solution](#)

2755.

1161E

[Rainbow Coins](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[Um_nik's solution](#)

2756.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy

[Um_nik's solution](#)

2757.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[Um_nik's solution](#)

2758.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: dp, interactive

[Um_nik's solution](#)

2759.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Um_nik's solution](#)

2760.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: dp, greedy

[Um_nik's solution](#)

2761.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: combinatorics, math, matrices

[Um_nik's solution](#)

2762.

852H

[Bob and stages](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[Um_nik's solution](#)

2763.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Um_nik's solution](#)

2764.

806E

[Blog Post Rating](#) · [Tutorial](#)

Rating: 3000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Um_nik's solution](#)

2765.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[Um_nik's solution](#)

2766.

695F

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

Rating: 3000 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: combinatorics, number theory

[Um_nik's solution](#)

2767.

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Um_nik's solution](#)

2768.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[Um_nik's solution](#)

2769.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[Um_nik's solution](#)

2770.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Um_nik's solution](#)

2771.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Um_nik's solution](#)

2772.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Um_nik's solution](#)

2773.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Um_nik's solution](#)

2774.

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Um_nik's solution](#)

2775.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[Um_nik's solution](#)

2776.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[Um_nik's solution](#)

2777.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[Um_nik's solution](#)

2778.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Um_nik's solution](#)

2779.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Um_nik's solution](#)

2780.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, sortings

[Um_nik's solution](#)

2781.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, greedy

[Um_nik's solution](#)

2782.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Um_nik's solution](#)

2783.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees

[Um_nik's solution](#)

2784.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[Um_nik's solution](#)

2785.

1510A

[ASCII Automata Art](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2786.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Um_nik's solution](#)

2787.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games

[Um_nik's solution](#)

2788.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy

[Um_nik's solution](#)

2789.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft

[Um_nik's solution](#)

2790.

1425C

[Captain of Knights](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 3100 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[Um_nik's solution](#)

2791.

1329D

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

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Um_nik's solution](#)

2792.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices, probabilities

[Um_nik's solution](#)

2793.

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities

[Um_nik's solution](#)

2794.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[Um_nik's solution](#)

2795.

1190E

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

Quality: 262 global accepts · Rating: 3100 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Um_nik's solution](#)

2796.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Um_nik's solution](#)

2797.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[Um_nik's solution](#)

2798.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, trees
[Um_nik's solution](#)

2799.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math
[Um_nik's solution](#)

2800.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: fft, math
[Um_nik's solution](#)

2801.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: data structures
[Um_nik's solution](#)

2802.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math
[Um_nik's solution](#)

2803.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[Um_nik's solution](#)

2804.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[Um_nik's solution](#)

2805.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, games, greedy, trees
[Um_nik's solution](#)

2806.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices
[Um_nik's solution](#)

2807.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[Um_nik's solution](#)

2808.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Um_nik's solution](#)

2809.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[Um_nik's solution](#)

2810.

1782G

[Diverse Coloring](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[Um_nik's solution](#)

2811.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[Um_nik's solution](#)

2812.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, interactive

[Um_nik's solution](#)

2813.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[Um_nik's solution](#)

2814.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[Um_nik's solution](#)

2815.

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[Um_nik's solution](#)

2816.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[Um_nik's solution](#)

2817.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[Um_nik's solution](#)

2818.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[Um_nik's solution](#)

2819.

1510H

[Hard Optimization](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3200 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Um_nik's solution](#)

2820.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Um_nik's solution](#)

2821.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry

[Um_nik's solution](#)

2822.

1396E

[Distance Matching](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Um_nik's solution](#)

2823.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[Um_nik's solution](#)

2824.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, graphs, trees

[Um_nik's solution](#)

2825.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Um_nik's solution](#)

2826.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[Um_nik's solution](#)

2827.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[Um_nik's solution](#)

2828.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[Um_nik's solution](#)

2829.

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-09-23 · last AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities

[Um_nik's solution](#)

2830.

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Um_nik's solution](#)

2831.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs

[Um_nik's solution](#)

2832.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive

[Um_nik's solution](#)

2833.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: games

[Um_nik's solution](#)

2834.

1045E

[Ancient civilizations](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3200 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[Um_nik's solution](#)

2835.

993F

[The Moral Dilemma](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3200 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

2836.

933E

[A Preponderant Reunion](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dp

[Um_nik's solution](#)

2837.

913G

[Power Substring](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3200 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: math, number theory

[Um_nik's solution](#)

2838.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: data structures, flows, graphs, trees

[Um_nik's solution](#)

2839.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2014-12-13 · MS C++ (first AC) · Tags: data structures, games

[Um_nik's solution](#)

2840.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Um_nik's solution](#)

2841.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Um_nik's solution](#)

2842.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Um_nik's solution](#)

2843.

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, math

[Um_nik's solution](#)

2844.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings, trees

[Um_nik's solution](#)

2845.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-29 · last AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[Um_nik's solution](#)

2846.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory

[Um_nik's solution](#)

2847.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[Um_nik's solution](#)

2848.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs

[Um_nik's solution](#)

2849.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[Um_nik's solution](#)

2850.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math
[Um_nik's solution](#)

2851.

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, math
[Um_nik's solution](#)

2852.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs
[Um_nik's solution](#)

2853.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy
[Um_nik's solution](#)

2854.

1361F

[Johnny and New Toy](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
[Um_nik's solution](#)

2855.

1329E

[Dreamoon Loves AA](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3300 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[Um_nik's solution](#)

2856.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[Um_nik's solution](#)

2857.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees
[Um_nik's solution](#)

2858.

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[Um_nik's solution](#)

2859.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[Um_nik's solution](#)

2860.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, shortest paths

[Um_nik's solution](#)

2861.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: dp, math, number theory

[Um_nik's solution](#)

2862.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Um_nik's solution](#)

2863.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)

2864.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Um_nik's solution](#)

2865.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Um_nik's solution](#)

2866.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, greedy

[Um_nik's solution](#)

2867.

1785F

[Minimums or Medians](#) · [Tutorial](#)

Rating: 3400 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, two pointers

[Um_nik's solution](#)

2868.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[Um_nik's solution](#)

2869.

1770G

[Koxia and Bracket](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, math

[Um_nik's solution](#)

2870.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[Um_nik's solution](#)

2871.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

[Um_nik's solution](#)

2872.

1544H

[Turing's Award](#) · [Tutorial](#)

Rating: 3400 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Um_nik's solution](#)

2873.

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: games, interactive

[Um_nik's solution](#)

2874.

1242D

[Number Discovery](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[Um_nik's solution](#)

2875.

1190F

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

Quality: 108 global accepts · Rating: 3400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: number theory, probabilities

[Um_nik's solution](#)

2876.

1098E

[Fedya the Potter](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3400 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory

[Um_nik's solution](#)

2877.

1045F

[Shady Lady](#) · [Tutorial](#)

Quality: 114 global accepts · Rating: 3400 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: geometry, math

[Um_nik's solution](#)

2878.

914H

[Ember and Storm's Tree Game](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3400 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, games, trees

[Um_nik's solution](#)

2879.

715E

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

Quality: 454 global accepts · Rating: 3400 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: combinatorics, fft, graphs, math

[Um_nik's solution](#)

2880.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Um_nik's solution](#)

2881.

2161G

[Bitwise And Equals](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Um_nik's solution](#)

2882.

2077G

[RGB Walking](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, chinese remainder theorem, dfs and similar, graphs, number theory

[Um_nik's solution](#)

2883.

2061I

[Kevin and Nivek](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[Um_nik's solution](#)

2884.

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation

[Um_nik's solution](#)

2885.

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs

[Um_nik's solution](#)

2886.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3500 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[Um_nik's solution](#)

2887.

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[Um_nik's solution](#)

2888.

1824E

[LuoTianyi and Cartridge](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3500 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Um_nik's solution](#)

2889.

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[Um_nik's solution](#)

2890.

1773C

[Cactus Meets Torus](#) · [Tutorial](#)

Quality: 41 global accepts · Rating: 3500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2891.

1718E

[Impressionism](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 3500 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[Um_nik's solution](#)

2892.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

[Um_nik's solution](#)

2893.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Um_nik's solution](#)

2894.

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, sortings

[Um_nik's solution](#)

2895.

1477F

[Nezzar and Chocolate Bars](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math, probabilities

[Um_nik's solution](#)

2896.

1446E

[Long Recovery](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar

[Um_nik's solution](#)

2897.

1434E

[A Convex Game](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 3500 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: dsu, games

[Um_nik's solution](#)

2898.

1423C

[Dušan's Railway](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3500 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, graphs, trees

[Um_nik's solution](#)

2899.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Um_nik's solution](#)

2900.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Um_nik's solution](#)

2901.

1246F

[Cursor Distance](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3500 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2902.

104757H

[Impartial Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2903.

104757L

[A \(Fast\) Walk in the Woods](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2904.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2905.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2906.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2907.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2908.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2909.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2910.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Um_nik's solution](#)

2911.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2912.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2913.

104772L

[Loops](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2914.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2915.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Um_nik's solution](#)

2916.

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Um_nik's solution](#)

2917.

104772H

[H-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Um_nik's solution](#)

2918.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2919.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Um_nik's solution](#)

2920.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2921.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2922.

104772D

[Divisibility Trick](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2923.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Um_nik's solution](#)

2924.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2925.

104511H

[Axington](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2926.

104466A

[Adolescent Architecture 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · last AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2927.

104337D

[Darkness II](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

2928.

104337A

[Prime Magic](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2929.

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Um_nik's solution](#)

2930.

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

2931.

104337H

[Binary Craziiness](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Um_nik's solution](#)

2932.

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

2933.

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Um_nik's solution](#)

2934.

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Um_nik's solution](#)

2935.

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2936.

104337M

[Different Billing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

2937.

104128H

[Factories Once More](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2938.

104128C

[Fabulous Fungus Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2939.

104128F

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Um_nik's solution](#)

2940.

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Um_nik's solution](#)

2941.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2942.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2943.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2944.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2945.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2946.

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Um_nik's solution](#)

2947.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Um_nik's solution](#)

2948.

104128I

[Perfect Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2949.

104252J

[Joining a Marathon](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · last AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

2950.

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2951.

104252G

[Gravitational Wave Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

2952.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2953.

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2954.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2955.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2956.

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2957.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

2958.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

2959.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2960.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

2961.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2962.

104207H

[Equidistance](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Um_nik's solution](#)

2963.

104207D

[Mr. Panda and Circles](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Um_nik's solution](#)

2964.

104207J

[Subway Chasing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2965.

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Um_nik's solution](#)

2966.

104207F

[Fair Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Um_nik's solution](#)

2967.

104207I

[Inkopolis](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

2968.

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2969.

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2970.

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

2971.

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2972.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · last AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

2973.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Um_nik's solution](#)

2974.

104008B

[Code With No Forces](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2975.

104008J

[Permutation Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

2976.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2977.

104008K

[Barrel Theory](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2978.

104008C

[Array Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2979.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

2980.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2981.

104076I

[Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2982.

104076B

[Torch](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2983.

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2984.

104076L

[Tree Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

2985.

104076H

[Set of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2986.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

2987.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Um_nik's solution](#)

2988.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2989.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2990.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2991.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

2992.

103860I

[Reverse LIS](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2993.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2994.

103860D

[Tree Partition](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Um_nik's solution](#)

2995.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2996.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2997.

103860J

[jwfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Um_nik's solution](#)

2998.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

2999.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Um_nik's solution](#)

3000.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3001.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3002.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3003.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3004.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3005.

102835D

[Quality Monitoring](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3006.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3007.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3008.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3009.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3010.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, ternary search

[Um_nik's solution](#)

3011.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Um_nik's solution](#)

3012.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices

[Um_nik's solution](#)

3013.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Um_nik's solution](#)

3014.

1662E

[Round Table](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[Um_nik's solution](#)

3015.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Um_nik's solution](#)

3016.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[Um_nik's solution](#)

3017.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[Um_nik's solution](#)

3018.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Um_nik's solution](#)

3019.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[Um_nik's solution](#)

3020.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Um_nik's solution](#)

3021.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Um_nik's solution](#)

3022.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Um_nik's solution](#)

3023.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)

3024.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Um_nik's solution](#)

3025.

103483J

[Yurik and Woodwork Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3026.

103483C

[How Many Strings Are Less](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3027.

103483L

[Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3028.

103483H

[Lots of Parabolas](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3029.

103483G

[The Math of Sailing](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3030.

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3031.

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3032.

103483F

[Counting Antibodies](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3033.

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3034.

103483D

[Exam registration](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3035.

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3036.

101471B

[Get a Clue!](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3037.

101471A

[Airport Construction](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3038.

101471G

[Replicate Replicate Rfplicbte](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3039.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3040.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3041.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3042.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3043.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3044.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3045.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3046.

102896F

[Find a Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · last AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3047.

102896N

[New Flat](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3048.

102896J

[Jumping Cat](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3049.

1028960

[Optimum Server Location](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3050.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3051.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3052.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3053.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3054.

102896G

[Geometrical Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3055.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3056.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3057.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3058.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3059.

1531A

[At8C030T@ipcolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[Um_nik's solution](#)

3060.

1531D

[B 5CD0C#B0ja@D45CÂ C,,=C45D Â 6ö/Æ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Um_nik's solution](#)

3061.

1531B2

[AÄ×CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Um_nik's solution](#)

3062.

1531B1

[AÄ×CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Um_nik's solution](#)

3063.

1531C

[B 8CÄ×CTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, dp

[Um_nik's solution](#)

3064.

1531E3

[B ×D B C,,@Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search

[Um_nik's solution](#)

3065.

1531E2

[B ×D B C,,@Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force

[Um_nik's solution](#)

3066.

1531E1

[B ×D B C,,@Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Um_nik's solution](#)

3067.

103055H

[Grammy and HearthStone](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3068.

103055E

[Specially Super Rare](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3069.

103055K

[Grammy's Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3070.

103055I

[Grammy and Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3071.

103055B

[Restore Atlantis](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3072.

103055D

[Shortest Path Query](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3073.

103055G

[Wall Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3074.

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3075.

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3076.

103055L

[String Freshman](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3077.

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3078.

103055F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3079.

103055A

[League of Legends](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3080.

101410B

[Pouring Water](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3081.

101410G

[Midsummer Fires \(64 MB ML!\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3082.

101410F

[Determinant \(64 Mb ML!\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · Python 3 (first AC) · Tags: —

[Um_nik's solution](#)

3083.

101410A

[The Baguette Master](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3084.

101410D

[Checkmate with Bishop and Knight](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3085.

101410J

[One-Armed Bandit](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3086.

101410E

[Dance Party](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3087.

101410H

[Kids' Play](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3088.

101410I

[Odd Factor \(64 MB ML!\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3089.

101410C

[Old Chess Sets](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3090.

101564F

[Jumping monkey](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3091.

101564B

[Periodic points](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3092.

101564H

[Assembly line](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3093.

101564E

[Palindromic DNA](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3094.

101564I

[Locks and keys](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3095.

101564D

[Fake scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3096.

101564G

[Sensor network](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3097.

101564J

[3-sided dice](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3098.

101564C

[Comparing answers](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3099.

101564A

[Lawn mower](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3100.

101463J

[The Computer Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Um_nik's solution](#)

3101.

101463B

[Hard-working Student](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3102.

101463A

[RSA Factorization](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · Python 3 (first AC) · Tags: —

[Um_nik's solution](#)

3103.

101463E

[Multiprocessor Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3104.

101463H

[The Lucky Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3105.

101463K

[The Bad Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3106.

101463I

[The Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3107.

101463C

[System Engineer](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3108.

101463D

[Cycles of Lanes](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3109.

101463F

[Maze Stretching](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3110.

101463G

[Software Industry Revolution](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3111.

101409J

[Jellous balls](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3112.

101409H

[Headache](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3113.

101409B

[Brothers](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3114.

101409F

[Filter-Art](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3115.

101409L

[Lacking Spaces](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3116.

101409K

[Kth P-Partition](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3117.

101409G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3118.

101409D

[Domino](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3119.

101409E

[Express Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3120.

101409M

[Munich](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3121.

101409C

[Canonical Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3122.

101409I

["Injurious" Triples](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3123.

101409A

[Area and Circumference](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3124.

101611J

[Judging the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · last AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3125.

101611B

[Byteland Trip](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3126.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3127.

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3128.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3129.

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3130.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · Python 3 (first AC) · Tags: —

[Um_nik's solution](#)

3131.

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3132.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3133.

101736C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3134.

101736J

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3135.

101736D

[Dessert First Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3136.

101736F

[Farmer Faul](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3137.

101736G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3138.

101736I

[LASER SHIELDS](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3139.

101736E

[Easy](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3140.

101736H

[Hiking](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3141.

101736B

[Badminton](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3142.

101736A

[Amazing Chef Masters](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3143.

102307G

[Graduation](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3144.

102307J

[Jail Destruction](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3145.

102307H

[Hardest Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3146.

102307E

[Extreme Image](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3147.

102307D

[Do Not Try This Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3148.

102307F

[Fraction Formula](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3149.

102307C

[Common Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3150.

102307L

[Liquid X](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3151.

102307K

[Kernel Of Love](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3152.

102307I

[Integer Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3153.

102307B

[Boring Non-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3154.

102307A

[Amazon](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3155.

102135G

[Digital characteristic](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · last AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3156.

102135I

[Happy triangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3157.

102135K

[A Boring Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3158.

102135D

[Friends rescue](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3159.

102135E

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3160.

102135C

[Good subset](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3161.

102135F

[The closest subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3162.

102135J

[Vova, who doesn't know](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3163.

102135H

[Large and even](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3164.

102135B

[Freebie](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3165.

102135A

[BSUIR Open](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3166.

101623E

[English Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3167.

101623C

[Connect the Dots](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3168.

101623J

[Juggling Troupe](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3169.

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3170.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3171.

101623K

[Knockout Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3172.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3173.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3174.

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3175.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3176.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3177.

102396J

[Superpermutations](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · last AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3178.

102396D

[Cutting Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3179.

102396K

[Preparing Tests](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3180.

102396F

[Metro 2345](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3181.

102396C

[Jet Trains](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3182.

102396E

[Unique Solution](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3183.

102396I

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3184.

102396H

[Checking Answers to Test](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3185.

102396G

[Weight Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3186.

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3187.

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3188.

102536J

[A Cold Macchiato](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3189.

102536G

[Generic Spy Movies](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3190.

102536I

[Glory to Algotzka](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3191.

102536M

[Thin Ice](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3192.

102536B

[C.U.P.S.](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3193.

102536C

[Senpai](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3194.

102536E

[A Floor of Many Doors](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3195.

102536L

[Break the Pattern!](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3196.

102536D

[Move to Remove Confidential Blunders](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3197.

102536K

[I Brook the Code!](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3198.

102536A

[The Slowden Files](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3199.

101986K

[Counting Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3200.

101986D

[Making Perimeter of the Convex Hull Shortest](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3201.

101986H

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3202.

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3203.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3204.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3205.

101986J

[String Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3206.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3207.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3208.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3209.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3210.

102040I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3211.

102040A

[Average of Combination](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3212.

102040B

[Counting Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3213.

102040G

[Techland](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3214.

102040F

[Path Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3215.

102040H

[Tile Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3216.

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3217.

102040E

[Helping the HR](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3218.

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3219.

102439L

[The only winner](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3220.

102439D

[Light show](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3221.

102439C

[Cockroach Racing](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3222.

102439G

[Sequence exploration](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3223.

102439J

[Boedium](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3224.

102439I

[Equal Mod Segments](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3225.

102439B

[Varvara and matrix](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3226.

102439E

[Small business](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3227.

102439K

[Innovations](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3228.

102439H

[Nonfibonacci numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3229.

102439A

[Four minutes until BSUIR Open](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3230.

102439F

[Prime or number](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3231.

102423C

[Elven Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3232.

102423B

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3233.

102423E

[Fixed Point Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · Python 3 (first AC) · Tags: —

[Um_nik's solution](#)

3234.

102423K

[Windmill Pivot](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3235.

102423A

[Carryless Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3236.

102423F

[Interstellar Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3237.

102423G

[Jumping Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3238.

102423I

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3239.

102423D

[Swap Free](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3240.

102423J

[One of Each](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3241.

102423H

[Levenshtein Distance](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3242.

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3243.

102483D

[Date Pickup](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3244.

102483F

[Fastest Speedrun](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3245.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3246.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3247.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3248.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3249.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3250.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3251.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3252.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3253.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3254.

102511K

[Traffic Blights](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3255.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3256.

102511B

[Beautiful Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3257.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3258.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3259.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3260.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3261.

101991H

[Hawawshi Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3262.

101991J

[Journey to Jupiter](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3263.

101991G

[Greatest Chicken Dish](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3264.

101991E

[Exciting Menus](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3265.

101991A

[Awesome Shawarma](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3266.

101991K

[Khoshaf](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3267.

101991B

[Baklava Tray](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3268.

101991D

[Dull Chocolates](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3269.

101991F

[Flipping El-fetiera](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3270.

101991I

[Ice-cream Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3271.

101991L

[Looking for Taste](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3272.

101991C

[Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3273.

101889L

[Linearville](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3274.

101889K

[Keep it covered](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3275.

101889M

[Marblecoin](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3276.

101889A

[Arranging tiles](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3277.

101889D

[Daunting device](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3278.

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3279.

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3280.

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3281.

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3282.

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3283.

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3284.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3285.

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3286.

102394G

[Game Store](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · last AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3287.

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3288.

102394C

[Competition in Swiss-system](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3289.

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3290.

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3291.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3292.

102394I

[Interesting Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3293.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3294.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3295.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3296.

101666B

[Bearly Made It](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3297.

101666H

[Hoarse Horses](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3298.

101666J

[Jumping Choreography](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3299.

101666I

[Irrational Division](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3300.

101666K

[King of the Waves](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3301.

101666E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3302.

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3303.

101666L

[Lemonade Trade](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3304.

101666G

[Going Dutch](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3305.

101666C

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3306.

101666M

[Manhattan Mornings](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3307.

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3308.

101666A

[Amsterdam Distance](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3309.

102512E

[Valentine](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3310.

102512A

[Leakage](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3311.

102512D

[Equality](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3312.

102512G

[Honeymoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3313.

102512F

[Opposition](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3314.

102512C

[Isolation](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3315.

102501E

[Pixels](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3316.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3317.

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3318.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3319.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3320.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3321.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3322.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3323.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3324.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3325.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3326.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3327.

102192H

[K-Similar Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3328.

102192I

[Make ZYB Happy](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3329.

102192C

[City Development](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3330.

102192G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3331.

102192B

[Pizza Hub](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3332.

102192K

[Pop the Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3333.

102192L

[From ICPC to ACM](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3334.

102192D

[Parentheses Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3335.

102192J

[Taotao Picks Apples](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3336.

102192E

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3337.

102192A

[Character Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3338.

102428B

[Build the Perfect House](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3339.

102428H

[Hold or Continue?](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3340.

102428J

[Jumping Grasshoper](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3341.

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3342.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3343.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3344.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3345.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3346.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3347.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3348.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3349.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3350.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3351.

102361C

[Sakurada Reset](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3352.

102361G

[Game on Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3353.

102361L

[MUV LUV ALTERNATIVE](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3354.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3355.

102361E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3356.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3357.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3358.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3359.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3360.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3361.

1302F

[Keep talking and nobody explodes -- easy](#) · [Tutorial](#)

Quality: 76 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, expression parsing

[Um_nik's solution](#)

3362.

1302D

[Dijkstra](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3363.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Um_nik's solution](#)

3364.

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Um_nik's solution](#)

3365.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3366.

102465J

[Mona Lisa](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3367.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3368.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3369.

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3370.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3371.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3372.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3373.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3374.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3375.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3376.

102460G

[Optimal Selection](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3377.

102460I

[The Spectrum](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3378.

102460B

[The Power Monitor System](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3379.

102460F

[Miss Sloane](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3380.

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3381.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3382.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3383.

102460L

[Largest Quadrilateral](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3384.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3385.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3386.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3387.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3388.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3389.

102452A

[Axis of Symmetry](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3390.

102452H

[Hold the Line](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3391.

102452C

[Constructing Ranches](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3392.

102452K

[Key Project](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3393.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3394.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3395.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3396.

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3397.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3398.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3399.

1275F

[B„UD4C„,@Cä2C =C„,5 Cö>D BCä2](#)

Quality: 92 global accepts · Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, interactive

[Um_nik's solution](#)

3400.

1275E2

[A→CÖBD >C´LCÖ0Dò AD4<CÄ0](#)

Quality: 138 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Um_nik's solution](#)

3401.

1275E1

[A→CÖBD >C´LCÖ0Dò AD4<CÄ0](#)

Quality: 265 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Um_nik's solution](#)

3402.

1275E3

[A→CÖBD >C´LCÖ0Dò AD4<CÄ0](#)

Quality: 61 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Um_nik's solution](#)

3403.

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Um_nik's solution](#)

3404.

1275C

[#define At0CD0D0aB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Um_nik's solution](#)

3405.

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Um_nik's solution](#)

3406.

1275A

[B 1DK\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Um_nik's solution](#)

3407.

102220I

[Temperature Survey](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3408.

102220D

[Master of Data Structure](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3409.

102220A

[Apple Business](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3410.

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3411.

102220F

[Mini-game Before Contest](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3412.

102220E

[Minimum Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3413.

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3414.

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3415.

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3416.

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3417.

102346C

[Crossings With Danger](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3418.

102346E

[Exhibition of Clownfish](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3419.

102346I

[Interplanetary](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3420.

102346J

[Jar of Water Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3421.

102346F

[Forests in Danger](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3422.

102346G

[Getting Confidence](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3423.

102346K

[Keep Calm and Sell Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3424.

102346A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3425.

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3426.

102346L

[Less Coin Tosses](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3427.

102346M

[Maratona Brasileira de Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3428.

102346H

[Hour for a Run](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3429.

102346B

[Buffoon](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3430.

101005H

[Control](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3431.

101005G

[Segments](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3432.

101005I

[Substring](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3433.

101005A

[Tree Search](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3434.

101005B

[Ktree](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3435.

102215I

[Painting a Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3436.

102215F

[Friendly Fire](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3437.

102215G

[Akinator](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3438.

102215M

[Shlakoblock is live!](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3439.

102215L

[Inscribed Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3440.

102215K

[Deck Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3441.

102215J

[The Power of the Dark Side - 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3442.

102215H

[Missing Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3443.

102215E

[Third-Party Software - 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3444.

102215D

[Country Division](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3445.

102215C

[Jumps on a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3446.

102215B

[Rearrange Columns](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3447.

102215A

[Rooms and Passages](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3448.

102262D

[A10C0D010 C0@C0 ?C0BCT@D0=C0KCR 4C =C0KCP](#)

Rating: — · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3449.

102262C

[B 001005C08CR =C @CT:C'0CÄ=D'5 C ;Cä:C€](#)

Rating: — · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3450.

102262E

[A@Cj0BC,,GCTAC=0D0 CD07C\\$8CÄ>D BDÄ](#)

Rating: — · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3451.

102262L

[A0000D :C'0D AC,,DC,,C BCä@Cä2](#)

Rating: — · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3452.

102262I

[AÄBDT0C,,; C, 1C,,;C >D 4D°](#)

Rating: — · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3453.

102262H

[B 0004Cä<CÔKC' \(C @C@](#)

Rating: — · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3454.

102262B

[BS0000TBC,,=C2 =C ?Cä3Cä4D0](#)

Rating: — · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3455.

102262G

[B :C 00j2C =C,,5 D 5D CD ACä2 C" 4C BC ÔFCT=D\\$@CP](#)

Rating: — · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3456.

102006L

[Sad Meals](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3457.

102006E

[2Nodes](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3458.

102006J

[Clarifications](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3459.

102006I

[Rise of the Robots](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3460.

102006D

[Carnival Slots](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3461.

102006K

[Tourists' Tour](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3462.

102006H

[Bugged System](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3463.

102006G

[Is Topo Logical?](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3464.

102006F

[Pretests](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3465.

102006C

[Portals](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3466.

102006B

[Binary Hamming](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3467.

102006A

[Hello SPC 2018!](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3468.

102137F

[A05D15C`8C\\$0C08Dö](#)

Rating: — · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3469.

102137A

[A0j0BD°](#)

Rating: — · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3470.

102137E

[BFG9000](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3471.

102137K

[AS500e| 8 Cä2DdK](#)

Rating: — · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3472.

102137C

[AD>0A0D,,=CT5 Ct0CD0C08CP](#)

Rating: — · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3473.

102137G

[A=BOäPCä1CT4C,,B?](#)

Rating: — · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3474.

102137J

[A000\\$5D,,5D BC\\$8Dò C =C€](#)

Rating: — · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3486.

102191D

[Picture Day](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3487.

102191C

[Seating Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3488.

102191B

[Final Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3489.

102191A

[Generous Eater](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3490.

101775G

[Image Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3491.

101775D

[Mr. Panda and Geometric Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3492.

101775F

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3493.

101775L

[SOS](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3494.

101775H

[Mr. Panda and Birthday Song](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3495.

101775B

[Scapegoat](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3496.

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3497.

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3498.

101775J

[Straight Master](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3499.

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3500.

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3501.

102222L

[Continuous Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3502.

102222J

[Nested Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3503.

102222M

[Acyclic Orientation](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3504.

102222I

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3505.

102222E

[2-3-4 Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3506.

102222K

[Vertex Covers](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3507.

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3508.

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3509.

102222H

[Fight Against Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3510.

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3511.

102222B

[Rolling The Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3512.

102222A

[Maximum Element In A Stack](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3513.

102222C

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3514.

100820F

[Falling Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3515.

100820K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3516.

100820I

[Coverage](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3517.

100820A

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3518.

100820H

[Hilbert Sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3519.

100820J

[Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3520.

100820G

[Racing Gems](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3521.

100820C

[Classy](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3522.

100820E

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3523.

100820D

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3524.

100820B

[Butterfly Effect](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3525.

101246A

[Bencoding](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3526.

101246K

[Running Hero](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3527.

101246I

[Oil Wells](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3528.

101246L

[It's Time to Repair the Roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3529.

101246G

[Revolutionary Roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3530.

101246H

[`North-East" · Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3531.

101246D

[Fire in the Country · Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3532.

101246F

[Elevator · Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3533.

101246C

[Explode 'Em All · Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3534.

101246J

[Buoys · Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3535.

101246E

[Kidnapping · Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3536.

101246B

[3D City Model · Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3537.

102055J

[Mr. Panda and Sequence Puzzle · Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3538.

102055D

[Cube · Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3539.

102055E

[Mr. Panda and Cactus · Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3540.

102055H

[Game on the Tree · Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3541.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3542.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3543.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3544.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3545.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3546.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3547.

101955D

[Diameter of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3548.

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3549.

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3550.

101955B

[Sequences Generator](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3551.

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3552.

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3553.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3554.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3555.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3556.

101908K

[Kepler](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3557.

101908A

[Slackline Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3558.

101908M

[Modifying SAT](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3559.

101908J

[Joining Capitals](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3560.

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3561.

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3562.

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3563.

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3564.

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3565.

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3566.

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3567.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3568.

101933G

[Game Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3569.

101933A

[Altruistic Amphibians](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3570.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3571.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3572.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3573.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-03 · Python 3 (first AC) · Tags: —

[Um_nik's solution](#)

3574.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3575.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3576.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3577.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3578.

101992G

[Robots race](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3579.

101992L

[Reflection](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3580.

101992I

[A sky full of stars](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3581.

101992K

[Crazy queries](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3582.

101992E

[Count permutations](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3583.

101992A

[Zeros and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3584.

101992J

[The test cases](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3585.

101992D

[The Millennium Prize Problems](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3586.

101992H

[Find the path](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3587.

101992M

[The business man](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3588.

101992C

[Array transformation](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3589.

101992B

[The first task](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3590.

101992F

[MO Salah running down the wing](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3591.

102091I

[Bowabowaukulipukuli](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3592.

102091E

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3593.

102091B

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3594.

102091A

[Flying Squirrel](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3595.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3596.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3597.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3598.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3599.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3600.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3601.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3602.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3603.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[Um_nik's solution](#)

3604.

101788J

[Add Ones](#)

Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3605.

101788C

[B4U65a](#)
[B4U65a](#)

Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3606.

101788H

[Captcha](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3607.

101788L

[Xor D,T0DriaC](#)

Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3608.

101788K

[BD*0\\$>D42CT;C,,GCT=C,,5](#)

Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3609.

101788E

[A:1D\\$00 ;DÄ=C O Ct0CD0Dt0](#)

Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3610.

101788I

[B0AD\\$0DD5D\\$0](#)

Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3611.

101788G

[B,,BDD@Cä2C =CÔKC' :C ;DÄ:D4;DôBCä@](#)

Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3612.

101788F

[K-pop](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3613.

101788B

[A=8D\\$0C"AC=8CR :Cä=DD5D\\$K](#)

Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3614.

101788A

[B 0010,,5CÔ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3615.

102012C

[Rikka with Consistency](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3616.

102012L

[Rikka with Grid Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3617.

102012E

[Rikka with Data Structures](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3618.

102012D

[Rikka with Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3619.

102012J

[Rikka with An Unnamed Temple](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3620.

102012M

[Rikka with Illuminations](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3621.

102012K

[Rikka with Ants](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3622.

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3623.

102012I

[Rikka with Sorting Networks](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3624.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3625.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3626.

101987J

[Starwars](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3627.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3628.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3629.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3630.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3631.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3632.

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3633.

101981L

[Lagrange the Chef](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3634.

101981C

[Cherry and Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3635.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3636.

101981H

[Huge Discount](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3637.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3638.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3639.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3640.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3641.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3642.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3643.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3644.

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-18 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3645.

102028B

[Ultraman vs. Aodzilla and Bodzilla](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-18 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3646.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-18 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3647.

102028C

[Supreme Command](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-18 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3648.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-18 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3649.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-18 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3650.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-18 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3651.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-18 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3652.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-18 · Python 3 (first AC) · Tags: —

[Um_nik's solution](#)

3653.

102001B

[Rotating Gear](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-28 · last AC: 2018-12-28 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3654.

102001C

[Smart Thief](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3655.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3656.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3657.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3658.

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3659.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3660.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3661.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3662.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3663.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3664.

102007D

[Driver Disagreement](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3665.

102007K

[Kingpin Escape](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3666.

102007I

[In Case of an Invasion, Please...](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3667.

102007H

[Harry the Hamster](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3668.

102007E

[Entirely Unsorted Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3669.

102007B

[Birthday Boy](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3670.

102007G

[Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3671.

102007J

[Janitor Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3672.

102007F

[Financial Planning](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3673.

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3674.

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3675.

101939I

[BS0C04CT<C00D0 AD\\$@Cä:C](#)

Rating: — · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3676.

101939K

[B 00\\$=Qä<CT@CÔ>CR 4CT;CT=C,,5 CD5D 5C\\$0](#)

Rating: — · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3677.

101939H

[ÄäGCT@CT4DÂ 2 C=0D AD°](#)

Rating: — · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3678.

101939J

[ÄÄB008CÄ0C'LCÔ>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3679.

101939G

[Ä00DäC'L](#)

Rating: — · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3680.

101939F

[AD@D48 C,,;C, 2D 0C0](#)

Rating: — · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3681.

101939E

[B\\$>D1B](#)

Rating: — · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3682.

101939D

[ÄÄ5045C'LCÔKC' <C 3C 7C,,=](#)

Rating: — · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3683.

101939C

[Ä0008CÔ4D >CÄ=D'5 D ;C 3C 5CÄKCP](#)

Rating: — · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3684.

101939B

[A000BD >C'LC0Dđ](#)

Rating: — · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3685.

101939A

[A000Cä8Ct2Cä4D BC\\$> C=5C=ACä2](#)

Rating: — · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3686.

101504D

["Binary Cat" Club](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3687.

101504A

[Cyclic Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3688.

101504I

[The last hour of the contest](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3689.

101504B

[Bergamot Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3690.

101504E

[Dance it up!](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3691.

101504J

[Geologist Dubrovsky](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3692.

101504H

[Berodoskar Development](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3693.

101504C

[Berhatton](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3694.

101504K

[Terrorists in Berland](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3695.

101504G

[Friends of Friends](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3696.

101504F

[Text Editor](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Um_nik's solution](#)

3697.

100168J

[B.0DAD\\$>Dô=C,,5 CÄ5Cd4D2 >D\\$@CT7C=0CÄ8](#)

Rating: — · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3698.

100981G

[A=0CÄ5CÔL-CÔ>Cd=C,,FD²Ô1D4<C 3C](#)

Rating: — · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3699.

100981D

[Bä20TB D°](#)

Rating: — · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3700.

100981F

[A=0D rîd >CÐ](#)

Rating: — · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3701.

100981E

[A-5D, Dä=CDAC=0Dò ECä:C=5C”=C O C´8C40](#)

Rating: — · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3702.

100981C

[A=0C,7Cä2Cä9 DD>CÔ4](#)

Rating: — · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3703.

100981B

[A=0CÄ5CÔ0 C CC=2](#)

Rating: — · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3704.

100981A

[Aô@CäD,ä CÄ<C,,AD" f Ô3Câ CD >C\\$=Dö](#)

Rating: — · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3705.

101368I

[Wildcards](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3706.

101368H

[Unit-distance graph](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3707.

101368G

[Problem Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3708.

101368E

[Hamiltonian polyhedron](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3709.

101368D

[Double cyclic](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3710.

101368F

[Rebus](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3711.

101368C

[Control function](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3712.

101368J

[XYZX 2009](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3713.

101368A

[Battle](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3714.

101368B

[Beatiful graph](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3715.

101371J

[Cornerless Tiling](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-07 · Java 8 (first AC) · Tags: —

[Um_nik's solution](#)

3716.

101371F

[Maximal Clique](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3717.

101371G

[Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3718.

101371C

[Distinct Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3719.

101371D

[Fermat's Last Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3720.

101371H

[Recover path](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3721.

101371A

[Black-white balls](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3722.

101370E

[Octahedron And Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3723.

101370G

[Running City](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3724.

101370H

[Square Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3725.

101370I

[Prefixes and suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3726.

101370K

[Treediff](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3727.

101370J

[Subsequences Of Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3728.

101370F

[Digits Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3729.

101370C

[Greatest Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3730.

101370A

[Abelian Groups](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3731.

100963H

[Slippy Floors](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3732.

100963D

[Poke Poker Pokest](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3733.

100963A

[Reading Brackets in English](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3734.

100963G

[Exact Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3735.

100963I

[Minimum Bounding Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3736.

100963J

[Once Upon A Time](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3737.

100963C

[First Experience](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3738.

100963F

[Flame of Nucleus](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3739.

100963B

[Greedy, Greedy](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3740.

100863F

[File Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3741.

100863G

[tourist](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3742.

100863B

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3743.

100863J

[Jams](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3744.

100863A

[Age of Retirement](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3745.

100863I

[I, V, X, L, C, D, M Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3746.

100863C

[Crisis](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3747.

101064E

[A Word to Trump All](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3748.

101064L

[The Knapsack problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3749.

101064J

[King of Tokyo](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3750.

101064H

[Pop Divas](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · PyPy 3 (first AC) · Tags: —

[Um_nik's solution](#)

3751.

101064B

[Buffaloes](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3752.

101064A

[Renzo and the lost artifact](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3753.

101064I

[Protecting the Central Park](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3754.

101064G

[The Declaration of Independence](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3755.

101064D

[Black Hills golden jewels](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3756.

101064F

[Metal detector](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3757.

101064K

[Mount Rushmore and Birthdays](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · Python 3 (first AC) · Tags: —

[Um_nik's solution](#)

3758.

101064C

[Cahokia ruins](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3759.

101161K

[Expected Number of Connected Components](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3760.

101161A

[WSI Extreme](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3761.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3762.

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3763.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3764.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3765.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3766.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3767.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3768.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3769.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3770.

101206G

[Pandaland](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3771.

101206C

[Mr. Panda and Survey](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3772.

101206F

[Periodical Cicadas](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3773.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3774.

101206I

[Mr. Panda and Crystal](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3775.

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3776.

101206D

[Game Leader](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3777.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3778.

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3779.

101206E

[Problem Buyer](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3780.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3781.

101170D

[Driving in Optimistan](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3782.

101170K

[Kiwi Trees](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3783.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3784.

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3785.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3786.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3787.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3788.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3789.

101170E

[Exam Redistribution](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3790.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3791.

101174I

[The White Rabbit Pocket Watch](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-05 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3792.

101174G

[Cairo Corridor](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-05 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3793.

101174J

[Risky Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-05 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3805.

101187G

[A @DT8C\\$K CD6CT4C 5C](#)

Rating: — · first AC: 2017-01-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3806.

101187F

[A @C @C 7Cä2C =C,,5 D\\$0C ;C,,FD°](#)

Rating: — · first AC: 2017-01-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3807.

101187D

[IQ D\\$5DcBc CD;Dò @Cä1CäBCä2](#)

Rating: — · first AC: 2017-01-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3808.

101187B

[A 2D\\$äC CD](#)

Rating: — · first AC: 2017-01-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3809.

101187C

[A4DdD'5 C'KCd8](#)

Rating: — · first AC: 2017-01-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3810.

101187K

[«A..ACDäGC ND"5CR 8C'8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2017-01-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3811.

101187I

[AäDäGCÔKC' <C ;DäGC,,:](#)

Rating: — · first AC: 2017-01-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3812.

101187A

[A7C0D\\$KCR AC'8D\\$:C€](#)

Rating: — · first AC: 2017-01-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3813.

101196A

[Bubbly Troubly](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-27 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3814.

101196J

[Yes, Yes, It's Nonograms](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-27 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3815.

101196F

[Removal Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-27 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3816.

101196D

[Lost in Translation](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-27 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3817.

101196H

[Vin Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-27 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3818.

101196I

[Waif Until Dark](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-27 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3819.

101196G

[That's One Hanoi-ed Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-27 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3820.

101196B

[Foosball Dynasty](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-27 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3821.

101196E

[Red Rover](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-27 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3822.

101196C

[The Key to Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-27 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3823.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3824.

101194I

[Cherry Pick](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3825.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3826.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3827.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3828.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3829.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3830.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3831.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · Python 3 (first AC) · Tags: —

[Um_nik's solution](#)

3832.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3833.

101192J

[Covering distance](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-16 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3834.

101192K

[Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-16 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3835.

101192G

[ReHanoi Towers](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-16 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3836.

101192A

[LIS and GCD](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-16 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3837.

101192C

[A lost array](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-16 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3838.

101192D

[Bulls and cows](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-16 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3839.

101192F

[Stone, grass and fire](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-16 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3840.

101192H

[Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-16 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3841.

101192I

[Abacaba Ltd.](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-16 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3842.

101192E

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-16 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3843.

101193F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3844.

101193I

[Credit history](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3845.

101193G

[Hard exam](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3846.

101193C

[Crime fiction society](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3847.

101193A

[Street magic](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3848.

101193E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3849.

101193H

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Um_nik's solution](#)

3850.

101104G

[Decompression](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3851.

101104A

[Geodes](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3852.

101104L

[Sightseeing](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3853.

101104B

[Bowling](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3854.

101104E

[The Bavarian Beer Party](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3855.

101104F

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3856.

101104K

[Lucky Light](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3857.

101104J

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3858.

101104I

[Make it Manhattan](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3859.

101104D

[Digital Friends](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3860.

101095Y

[Get to Work](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3861.

101095Z

[Dance Around The Clock](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3862.

101095X

[Investing at the Market](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3863.

101090E

[Ant and apples](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3864.

101090I

[Painting the natural numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3865.

101090L

[Closing the Loop](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3866.

101090K

[Parquet](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3867.

101090J

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3868.

101090H

[The Fence](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3869.

101090G

[Pair](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3870.

101078F

[Maze Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3871.

101078J

[Wrong Answer](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3872.

101078G

[Snooker](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3873.

101078C

[The Twin Tower](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3874.

101078B

[Top 2000](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3875.

101078E

[Clocks](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3876.

101078I

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3877.

101078D

[Collatz](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3878.

101078L

[01](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3879.

101078A

[Gene Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3880.

100342A

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-27 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3881.

100342C

[Painting Cottages](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-27 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3882.

100342G

[TV Show](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-27 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3883.

100342F

[Move to Front](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-27 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3884.

100342I

[Travel Agency](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-27 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3885.

100342H

[Hard Test](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-27 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3886.

100342E

[Minima](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-27 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3887.

100342J

[Triatrip](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-27 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3888.

100342D

[Dinner Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-27 · Python 3 (first AC) · Tags: —

[Um_nik's solution](#)

3889.

100166G

[B 00AD&ampgtDô=C,,5 CÄ5Cd4D2 2CT@D,,8CÔ0CÄ8](#)

Rating: — · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3890.

100166F

[AD507aD BD 0](#)

Rating: — · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3891.

100166E

[AD80rCCTBD 3D 0DD0](#)

Rating: — · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3892.

100166B

[B 00ÄC @C AD BCäOCÔ8C•](#)

Rating: — · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3893.

100166A

[BD;OaiC@](#)

Rating: — · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3894.

100101C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3895.

100101B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3896.

100101A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3897.

100119E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3898.

100119D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3899.

100119C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3900.

100119B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3901.

100119A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3902.

100243F

[Locally Linked Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3903.

100243I

[Black and White Segments](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3904.

100243A

[Circular Roads](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3905.

100243D

[Delta, Kappa, Lambda](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3906.

100243J

[Separable Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-23 · Python 3 (first AC) · Tags: —

[Um_nik's solution](#)

3907.

100243H

[Move to Front](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3908.

100243G

[Magicand Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-23 · Python 3 (first AC) · Tags: —

[Um_nik's solution](#)

3909.

100153F

[Infinite Recursion](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3910.

100153D

[Minimal Cut Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3911.

100153J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3912.

100153I

[Shepherd's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3913.

100153E

[Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3914.

100153B

[Discount](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3915.

100153C

[Dowry](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3916.

100153G

[Yet Another Rooks Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3917.

100153A

[War Academy](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3918.

100341C

[AVL Trees](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-16 · last AC: 2016-03-16 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3919.

100341B

[Astronomy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3920.

100341A

[Agrarian Reform](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3921.

100341G

[3D Knight](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3922.

100341D

[Block Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3923.

100341F

[Independent Set](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3924.

100341I

[Hungry Queen 2](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3925.

100341H

[Perfect Lodging](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3926.

100341J

[Trip Expenses](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3927.

100341E

[Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3928.

100340B

[Ear Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3929.

100340F

[Decoding Prefix Codes](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3930.

100340G

[Hungry Queen](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3931.

100340A

[Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3932.

100340E

[Permutation Reconstruction](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3933.

100340H

[Boat Race](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3934.

100340D

[Irreducible Young Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3935.

100340I

[Longest Common Subpair](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3936.

100340J

[New Year Tree Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3937.

100340C

[ePig](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3938.

100339A

[Bike Roads](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3939.

100339J

[Superposition](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3940.

100339B

[Diversion](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3941.

100339F

[Integer Packing](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3942.

100339H

[SETI](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3943.

100339E

[Nice Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3944.

100339I

[Sum vs Product](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3945.

100339G

[Rectangular Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3946.

100812K

[Might and Magic](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3947.

100812H

[Sheep in the Garden](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3948.

100812G

[Short Path](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3949.

100812L

[Knights without Fear and Reproach](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3950.

100812C

[Story of Princess](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3951.

100812B

[Set of Tasks](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3952.

100812E

[World of Knights](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3953.

100812F

[Graveyard of Bandits](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3954.

100812I

[Dragon Delivers](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3955.

100812J

[Feeling of Comradeship](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3956.

100812D

[Dream of Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3957.

100812A

[Tale of Debt](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3958.

100795C

[Charlie the Cockchafer](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

3959.

100795E

[Lisa the Ladybug](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

3960.

100795G

[Rhinoceros Beetle](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

3961.

100795B

[Software Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

3962.

100795H

[Simon the Spider](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3963.

100795D

[Gregory the Grasshopper](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3964.

100795F

[Mosquito Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3965.

100795A

[Andrew the Ant](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3966.

100512B

[Betting Fast](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-17 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3967.

100512G

[Grand Tour](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-17 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3968.

100512F

[Funny Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-17 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3969.

100512D

[Dynamic LCA](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-17 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3970.

100004B

[Octagons](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3971.

100004C

[Party Location](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3972.

100004E

[Class Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3973.

100004D

[Numbersrebmun](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3974.

100004A

[Paper Route](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3975.

100570A

[LCM Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

3976.

100492C

[Collision Detection](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-09 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3977.

100492A

[Average Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-09 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3978.

100492E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-09 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3979.

100492H

[Handsome Division](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-09 · Python 3 (first AC) · Tags: —

[Um_nik's solution](#)

3980.

100492F

[Free of Squares](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-09 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3981.

100492G

[Gas Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-09 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3982.

100492I

[In Touch](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-09 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3983.

100492B

[Binary Suffix Array](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-09 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3984.

100299H

[Chain & Co.](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3985.

100299F

[Draughts](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3986.

100299K

[Digraphs](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3987.

100299J

[Captain Obvious and the Rabbit-Man](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3988.

100299C

[Magical GCD](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3989.

100299I

[Crane](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3990.

100299B

[What does the fox say?](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3991.

100299L

[Bus](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3992.

100058E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3993.

100058D

[A4B D5 5CDL](#)

Rating: — · first AC: 2015-08-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3994.

100058C

[B100K](#)

Rating: — · first AC: 2015-08-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3995.

100058B

[A300](#)

Rating: — · first AC: 2015-08-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3996.

100058A

[B100C'0CD:C](#)

Rating: — · first AC: 2015-08-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3997.

100624G

[Jewel heist](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3998.

100624F

[Farm and factory](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

3999.

100624K

[Graphic Madness](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4000.

100624E

[Word equations](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4001.

100624I

[The Dragon and the knights](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4002.

100624D

[Non-boring sequences](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4003.

100624J

[Conservation](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4004.

100624C

[Chemist's vows](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4005.

100624B

[Who wants to live forever?](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4006.

100624H

[Darts](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4007.

100624A

[Kingdoms](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4008.

100197H

[Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-10 · PyPy 2 (first AC) · Tags: —

[Um_nik's solution](#)

4009.

100197A

[Non Absorbing DFA](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-10 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4010.

100197G

[Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-10 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4011.

100197E

[Quantization Problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-10 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4012.

100197C

[Hyperhuffman](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-10 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4013.

100705B3

[Rasta-making](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4014.

100705B2

[Rasta-making](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4015.

100705B1

[Rasta-making](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4016.

100705A6

[Rasta-lover Pair](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4017.

100705A5

[Rasta-lover Pair](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4018.

100705A4

[Rasta-lover Pair](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4019.

100705A3

[Rasta-lover Pair](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4020.

100705A2

[Rasta-lover Pair](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4021.

100705A1

[Rasta-lover Pair](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4022.

100705C3

[Dawn of the planet of the Rastas](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4023.

100705C2

[Dawn of the planet of the Rastas](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4024.

100705C1

[Dawn of the planet of the Rastas](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4025.

100199F

[Get Out!](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4026.

100199G

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4027.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4028.

100199C

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4029.

100199A

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-03 · Python 3 (first AC) · Tags: —

[Um_nik's solution](#)

4030.

100199H

[Cracking' RSA](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-03 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4031.

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4032.

100199D

[Matrix Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4033.

100699N8

[deck](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-26 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4034.

100699N7

[rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-26 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4035.

100699N4

[tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-26 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4036.

100699N2

[triangle](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-26 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4037.

100699N1

[string](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-26 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4038.

100699N5

[islands](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-26 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4039.

100699N3

[calc](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-26 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4040.

100283B

[Egyptian Roads Construction](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-05 · last AC: 2015-06-05 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4041.

100283H

[The Job Interview](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4042.

100283J

[Anniversary Gift](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4043.

100283C

[Tomb Raiders](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4044.

100283D

[Bakkar And The Algorithm Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4045.

100283L

[Mahdi And The Teddy Bear](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4046.

100283G

[Jenga In The Military Unit](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4047.

100283I

[Bakkar In Zanzibar](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4048.

100283K

[Cubes Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4049.

100283F

[Bakkar In The Army](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4050.

100283E

[Ghanophobia](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4051.

100283A

[Rasheda And The Zeriba](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4052.

100274G

[Security Zone](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4053.

100274I

[Suiting Weavers](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4054.

100274H

[Sightseeing](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4055.

100274D

[Magic Star](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4056.

100274B

[Genetic Fraud](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4057.

100274J

[Time to live](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4058.

100274F

[My brother's diary](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4059.

100274C

[Indiana Jones and the lost Soccer Cup](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4060.

100274A

[Faculty Dividing Powers](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4061.

100012B

[Icosahedron](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4062.

100012D

[Mars Rover](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4063.

100012E

[Rabbit Hunt](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4064.

100012C

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-23 · Python 3 (first AC) · Tags: —

[Um_nik's solution](#)

4065.

100012A

[Drawing Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4066.

100010B

[Trap](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4067.

100010E

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4068.

100010D

[Reconnaissance](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4069.

100010C

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4070.

100010A

[Conduit](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4071.

100007E

[Max Flow](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4072.

100007D

[Beer Thief](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4073.

100007C

[Palindrome Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4074.

100007B

[Excellent Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4075.

100007A

[Little Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4076.

100049B

[Bound Found](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4077.

100049C

[Petya and Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4078.

100049A

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4079.

100048C

[K Smallest Sums](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4080.

100048A

[Walk](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4081.

100048B

[Binom](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4082.

100268J

[Chemicals Monitoring](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4083.

100268B

[Seven Kingdoms](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4084.

100268L

[Wi-fi Towers](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4085.

100268F

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4086.

100268H

[Tables](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4087.

100268I

[Flood-It](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4088.

100268D

[Digital Content Protection](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4089.

100268E

[Credit Card Payment](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4090.

100268A

[Fast Food Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4091.

100268G

[Social Advertising](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4092.

100268C

[Institute of Advanced Category Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4093.

100254F

[Blackjack](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-15 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4094.

100254A

[Song contest](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-15 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4095.

100254B

[Message](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-15 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4096.

100254L

[Rolling Cube](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-15 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4097.

100254I

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-15 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4098.

100254E

[Warfare](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-15 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4099.

100254H

[Diamond Dealer](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-15 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4100.

100254J

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-15 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4101.

100254K

[Keks](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-15 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4102.

100248K

[Rock Garden](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4103.

100248J

[Quaternary Balance](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-14 · PyPy 2 (first AC) · Tags: —

[Um_nik's solution](#)

4104.

100248D

[Floors](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4105.

100248C

[Hensel and Grethel](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4106.

100248F

[Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4107.

100248H

[Input](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4108.

100248I

[DNA](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4109.

100248A

[Euro Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4110.

100097E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4111.

100097C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4112.

100097F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4113.

100097D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4114.

100097B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4115.

100097A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4116.

100086F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4117.

100086E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4118.

100086D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4119.

100086C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4120.

100086B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4121.

100086A

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-06 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4122.

100240F

[Full Tank?](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-05 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4123.

100240K

[Min Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-05 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4124.

100240I

[Moogole](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-05 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4125.

100240B

[Cuckoo Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-05 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4126.

100240L

[Election](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-05 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4127.

100240H

[Shopaholic](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-05 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4128.

100240G

[Nested Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-05 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4129.

100240C

[Optimal Parking](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-05 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4130.

100240A

[Phone List](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-05 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4131.

100238B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4132.

100238D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4133.

100238C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4134.

100238A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4135.

100279D

[Triangular table](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4136.

100279E

[PublicBank](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4137.

100279C

[Maze](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4138.

100279A

[Cinderella at the pigeon-loft](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4139.

100279F

[Airport](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4140.

100279B

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-03 · PyPy 3 (first AC) · Tags: —

[Um_nik's solution](#)

4141.

100145F

[Aô5D026 O Dd8DD@C AD\\$5Cô5CÔ8](#)

Rating: — · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4142.

100145C

[Aô0000t0 AT2C=;C,,4C](#)

Rating: — · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4143.

100145G

[AÔ AB0G=AD\\$@C,,< 2](#)

Rating: — · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4144.

100145E

[AD5CôAD\\$5C´8](#)

Rating: — · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4145.

100145D

[Aô000A\\$>CR 4CT;CT=C,,5](#)

Rating: — · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4146.

100145B

[B40012C05C08CP](#)

Rating: — · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4147.

100145A

[A0>0000k, : 8 CÄ0D BC](#)

Rating: — · first AC: 2015-05-02 · Python 3 (first AC) · Tags: —

[Um_nik's solution](#)

4148.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-01 · last AC: 2015-05-01 · GNU C++11 (first AC) · Tags: —

[Um_nik's solution](#)

4149.

100253E

[Scientific Battalion](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4150.

100253A

[TV](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4151.

100253J

[Contest, Another Contest and Train](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4152.

100253M

[Winnie-the-Pooh Needs Help](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4153.

100253D

[Grumpy Cat](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4154.

100253C

[Equivalent Cards](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4155.

100253B

[Travelling Camera Problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4156.

100253K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4157.

100253I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4158.

100253L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4159.

100253H

[Password Service](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4160.

100253F

[Judging Time Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4161.

100236H

[Hungry Robot](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-06 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4162.

100236L

[Lexicographically Minimal Poem](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-06 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4163.

100236C

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-06 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4164.

100236D

[Dreamer Land of Kashan](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-06 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4165.

100236K

[Killer Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-06 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4166.

100236F

[Find The Problem!](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-06 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4167.

100236E

[Era of Winter Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-06 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4168.

100236A

[Arrangement of RGB Balls](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-06 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4169.

100231E

[Servers](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4170.

100231G

[Timetable](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4171.

100231F

[Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4172.

100231H

[Voracious Steve](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4173.

100231B

[Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4174.

100231D

[Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4175.

100231L

[Bit Counting](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4176.

100231K

[Profits](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4177.

100231J

[Mine Sweeper](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4178.

100231I

[Palindrometer](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4179.

100228G

[Squadtrees](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4180.

100228C

[EKG Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4181.

100228F

[Pushing Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4182.

100228L

[Young Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4183.

100228K

[Chessboard in FEN](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4184.

100228I

[Graph of Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4185.

100228E

[Polly Nomials](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4186.

100228B

[Decorations](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4187.

100228H

[This Takes the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4188.

100228D

[Phone Home](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4189.

100228J

[Common Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4190.

100228A

[Crypto Columns](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4191.

100227F

[To Bet or Not To Bet](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-26 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4192.

100227G

[BSP Trees](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-26 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4193.

100227A

[Picnic Planning](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-26 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4194.

100227K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-26 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4195.

100227L

[Crossed ladders](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-26 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4196.

100227D

[Stacking Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-26 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4197.

100227H

[Double Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-26 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4198.

100227J

[Cigarettes](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-26 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4199.

100053D

[B10CT19D 2C,,=DÄN](#)

Rating: — · first AC: 2015-01-16 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4200.

100053E

[B10CT19C,,BC,,5](#)

Rating: — · first AC: 2015-01-16 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4212.

100426E

[A700Cä8Ct2CT4CT=C,,5 C4@C DCä2](#)

Rating: — · first AC: 2015-01-15 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4213.

100426C

[A5D0BCä:C O Ct0CD0Dt0](#)

Rating: — · first AC: 2015-01-15 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4214.

100426B

[A700Cä8Cä@D\\$0C 5C´LCÔ0Dò @C AD 0CD:C](#)

Rating: — · first AC: 2015-01-15 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4215.

100426A

[B,,500CäC´0CD:C Ô@CT2Cä;DäFC,,O](#)

Rating: — · first AC: 2015-01-15 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4216.

100416C

[AS0D8C FC,,>CÔ=D´9 CÔ8CÀ](#)

Rating: — · first AC: 2015-01-15 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4217.

100416B

[Ä700CÔ5D\\$:C€](#)

Rating: — · first AC: 2015-01-15 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4218.

100416A

[B,,500CäC´0CD:C](#)

Rating: — · first AC: 2015-01-15 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4219.

100050B

[Reform](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-15 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4220.

100050E

[Javay weapons](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-15 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4221.

100050C

[War](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-15 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4222.

100050A

[Parallelepiped](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-15 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4223.

100570E

[Palindrome Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-14 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4224.

100570B

[ShortestPath Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-14 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4225.

100570D

[TROY Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-14 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4226.

100266I

[AÔ50â1D´GCÔKC' MC=ACô>CÔ0D](#)

Rating: — · first AC: 2015-01-13 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4227.

100266J

[B 0000CT<C BC,,7CÀ](#)

Rating: — · first AC: 2015-01-13 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4228.

100266H

[AÔ00i8CÔ4D >CÄ=D´5 Dt8D ;C](#)

Rating: — · first AC: 2015-01-13 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4229.

100266G

[AâAOT=ACÔ8C' ?C @C](#)

Rating: — · first AC: 2015-01-13 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4230.

100266A

[A 0000al](#)

Rating: — · first AC: 2015-01-13 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4231.

100266C

[A\\$700xCA HC,,DD 0](#)

Rating: — · first AC: 2015-01-13 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4232.

100266E

[B 0000ET;CT=C,,5 C= >D >C´5C\\$AD\\$2C](#)

Rating: — · first AC: 2015-01-13 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4233.

100266D

[A 0000t=DÀ](#)

Rating: — · first AC: 2015-01-13 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4234.

100266F

[At00400CD>Dt=Cä5 D4@C 2C05C08CP](#)

Rating: — · first AC: 2015-01-13 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4235.

100266B

[B B02C=0](#)

Rating: — · first AC: 2015-01-13 · GNU C++0x (first AC) · Tags: —

[Um_nik's solution](#)

4236.

100540E

[Electrical Pollution](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-25 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4237.

100540H

[Hedge Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-25 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4238.

100540B

[Ball Stacking](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-25 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4239.

100540D

[Diccionario Portunol](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-25 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4240.

100540J

[Jupiter Attacks!](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-25 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4241.

100540K

[Kings Poker](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-25 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4242.

100540A

[Army buddies](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-25 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4243.

100540I

[In Braille](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-25 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4244.

100540C

[Candys Candy](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-25 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4245.

100534E

[Volleyball](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4246.

100534J

[Bimetallic coins](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4247.

100534I

[Coin Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4248.

100534H

[Dreams Were Important Too!](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4249.

100534C

[Coin Graph](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4250.

100534B

[Fake Coins](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4251.

100534D

[Coin Table](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4252.

100534G

[Coin Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4253.

100534A

[Abnormal Coins](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4254.

100526C

[Citadel Construction](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-30 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4255.

100526A

[Avoiding the Apocalypse](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-30 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4256.

100526E

[Excellent Engineers](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-30 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4257.

100526I

[Interesting Integers](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-30 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4258.

100526J

[Jury Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-30 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4259.

100526K

[Key to Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-30 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4260.

100526D

[Dropping Directions](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-30 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4261.

100526B

[Button Bashing](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-30 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4262.

100526G

[Growling Gears](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-30 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4263.

100523E

[Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4264.

100523G

[Bits Generator](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4265.

100523I

[Intelligence Quotient](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4266.

100523F

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4267.

100523J

[Cave](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4268.

100523K

[Cross Spider](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4269.

100523H

[Afternoon Tea](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4270.

100523C

[Will It Stop?](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4271.

100497D

[Board Queries](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4272.

100497J

[Baza](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4273.

100497F

[Railroad Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4274.

100497C

[Hopscotch Race](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4275.

100497I

[Barica](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4276.

100497K

[Dependency Problems](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4277.

100497B

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4278.

100497G

[Sum of One-sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4279.

100497H

[Pascal](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4280.

100497A

[Dance Floor](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4281.

100506H

[Hiking](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4282.

100506E

[Lingo](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4283.

100506I

[Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4284.

100506B

[Bus Pass](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4285.

100506C

[Cutting Banknotes](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4286.

100506D

[Dice Password Security](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4287.

100506F

[Splitting the Loot](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4288.

100506J

[Stock](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4289.

100506G

[Pachinko](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4290.

100506A

[Average distance](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4291.

100131I

[Addition](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-15 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4292.

100503J

[Choreographer Problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4293.

100503C

[Electrician](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4294.

100503F

[The Monochrome Picture](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4295.

100503K

[Wiki Lists](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4296.

100503E

[Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4297.

100503D

[Sequence analysis](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4298.

100503A

[Walking around Berhatten](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4299.

100503H

[Annuity Payment Scheme](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4300.

100503G

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4301.

100493F

[A@CaBC,,2CaAD\\$>Dô=C,,5](#)

Rating: — · first AC: 2014-10-01 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4302.

100493H

[AôD5CD0D0t0 D >Cä1D”5CÔ8Dä](#)

Rating: — · first AC: 2014-10-01 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4303.

100493C

[AÖÜC¼D 2 C @CÄ8Dà](#)

Rating: — · first AC: 2014-10-01 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4304.

100493I

[A¼@OTbAD\\$8C¼8-CÔ>C´8C¼8](#)

Rating: — · first AC: 2014-10-01 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4305.

100493G

[A,3D0l](#)

Rating: — · first AC: 2014-10-01 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4306.

100493E

[A¼D¼C´8](#)

Rating: — · first AC: 2014-10-01 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4307.

100493D

[Aô@Ca1C´5CÄ0](#)

Rating: — · first AC: 2014-10-01 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4308.

100493B

[A¼D¼TBC >C°](#)

Rating: — · first AC: 2014-10-01 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4309.

100493A

[A´N080ÄKCR GC,,AC´0](#)

Rating: — · first AC: 2014-10-01 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4310.

100486D

[Mine the Gradient](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4311.

100486E

[Invasion](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4312.

100486F

[Intergalactic Mortgage](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4313.

100486H

[Ambiguous Result](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4314.

100486C

[Text Encryption](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4315.

100486J

[Saving the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4316.

100486K

[Who is who's boss?](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4317.

100486B

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4318.

100494J

[Just A Few More Triangles!](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4319.

100494K

[Best Cow Line](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4320.

100494I

[Introspective Caching](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4321.

100494A

[Aspen Avenue](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4322.

100494L

[Train Timetable](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4323.

100494G

[Getting Gold](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4324.

100494E

[Event Planning](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4325.

100494B

[Best Compression Ever](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4326.

100484D

[Computer Dialogue](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-12 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4327.

100484I

[Random Route](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-12 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4328.

100484C

[Expression](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-12 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4329.

100484H

[Advertisement](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-12 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4330.

100484G

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-12 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4331.

100484E

[Lock Manager](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-12 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4332.

100484K

[Completion](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-12 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4333.

100484L

[Cow Acrobats](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-12 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4334.

100484F

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-12 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4335.

100484A

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-12 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4336.

100281I

[AäBÖTf BD5CD>D](#)

Rating: — · first AC: 2014-08-29 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4337.

100281H

[A45Drid4;CTA](#)

Rating: — · first AC: 2014-08-29 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4338.

100281B

[AÔ50ä1D´GCÔKCR HC ECÄ0D\\$K](#)

Rating: — · first AC: 2014-08-29 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4339.

100281F

[A 80 5D\\$K C" D >C\\$0C°](#)

Rating: — · first AC: 2014-08-29 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4340.

100281C

[Aô0D\\$5D,,5D BC\\$8CP](#)

Rating: — · first AC: 2014-08-29 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4341.

100281A

[A10C6@C 2C=8](#)

Rating: — · first AC: 2014-08-29 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4342.

100281E

[AD50i5C\\$>](#)

Rating: — · first AC: 2014-08-29 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4343.

100281G

[A 7D\\$8C´>Cô0 A4=D0](#)

Rating: — · first AC: 2014-08-29 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4344.

100281D

[B-BCT=C=0 CÔ0 D BCT=C=C](#)

Rating: — · first AC: 2014-08-29 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4345.

100282A

[A1000@C 2C=8](#)

Rating: — · first AC: 2014-08-25 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4346.

100282B

[AÔ50â1D´GCÔKCR HC ECÄ0D\\$K](#)

Rating: — · first AC: 2014-08-25 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4347.

100282F

[BBD4;DÃO](#)

Rating: — · first AC: 2014-08-25 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4348.

100282I

[A45DriaD4;CTA](#)

Rating: — · first AC: 2014-08-25 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4349.

100282H

[A-805D\\$K C" D >C\\$0C°](#)

Rating: — · first AC: 2014-08-25 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4350.

100282J

[AäBOTf BD5CD>D](#)

Rating: — · first AC: 2014-08-25 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4351.

100282E

[AD5D15C\\$>](#)

Rating: — · first AC: 2014-08-25 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4352.

100282C

[Aô00\\$5D,,5D BC\\$8CP](#)

Rating: — · first AC: 2014-08-25 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4353.

100289A

[A▷C48l](#)

Rating: — · first AC: 2014-08-24 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4354.

100289G

[A5001LC40C´;C](#)

Rating: — · first AC: 2014-08-24 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4355.

100289H

[A500CCÔ4](#)

Rating: — · first AC: 2014-08-24 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4356.

100289C

[AÄ»Of»D" "Cä@C](#)

Rating: — · first AC: 2014-08-24 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4357.

100289F

[AD500L B 0C4=C @E :](#)

Rating: — · first AC: 2014-08-24 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4358.

100289E

[AÖ»O»SD](#)

Rating: — · first AC: 2014-08-24 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4359.

100289D

[AÄO;ja](#)

Rating: — · first AC: 2014-08-24 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4360.

100123B

[B„5DIBQ,CC4>C´LCÔ8C¢ 8 D >CÄ1C„,GCTAC¤8CR 4Cä<C„,=Cà](#)

Rating: — · first AC: 2014-07-31 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4361.

100123E

[AÖ»CDD >C¢ DôBC GC¤C](#)

Rating: — · first AC: 2014-07-31 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4362.

100123G

[B„00TBCT@D°](#)

Rating: — · first AC: 2014-07-31 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4363.

100123H

[B ECT¤D² @C„,DCÄ>C\\$:C€](#)

Rating: — · first AC: 2014-07-31 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4364.

100123I

[AÖO10D\\$:C](#)

Rating: — · first AC: 2014-07-31 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4365.

100123A

[B 8CÄ2C BC„,GCÔKCR CCT>D K](#)

Rating: — · first AC: 2014-07-31 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4366.

100124A

[A\\$>D AD\\$00ô>C\\$;CT=C,,5 HTML-DD0C””;C](#)

Rating: — · first AC: 2014-07-31 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4367.

100124H

[Aô>C@D`BC,,5 CD>CÄ8CÔ>D,,:C <C,Ó](#)

Rating: — · first AC: 2014-07-31 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4368.

100124G

[Aô>C@D`BC,,5 CD>CÄ8CÔ>D,,:C <C€](#)

Rating: — · first AC: 2014-07-31 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4369.

100124E

[A`>C48Dt5D :Cä5 CD5D 5C\\$>](#)

Rating: — · first AC: 2014-07-31 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4370.

100124F

[B5D\\$B](#)

Rating: — · first AC: 2014-07-31 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4371.

100124C

[AôCäC 2CTF C :C\\$0D 8D4<Cä2](#)

Rating: — · first AC: 2014-07-31 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4372.

100124B

[A5D5CÔ:C](#)

Rating: — · first AC: 2014-07-31 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4373.

100135K

[K · Tutorial](#)

Rating: — · first AC: 2014-07-31 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4374.

100135J

[J · Tutorial](#)

Rating: — · first AC: 2014-07-31 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4375.

100135I

[I · Tutorial](#)

Rating: — · first AC: 2014-07-31 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4376.

100135H

[H · Tutorial](#)

Rating: — · first AC: 2014-07-31 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4388.

100249D

[B000CÄ5CD](#)

Rating: — · first AC: 2014-07-29 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4389.

100249C

[AS>DAD\\$0CÔ>C\\$;CT=C,,5 CÄ0D AC,,2C](#)

Rating: — · first AC: 2014-07-29 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4390.

100249A

[B.CCÄ&C =C >D\\$@CT7C¤5](#)

Rating: — · first AC: 2014-07-29 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4391.

100093C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-29 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4392.

100093D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-29 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4393.

100093B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-29 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4394.

100093A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-29 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4395.

100338G

[Fun with Squares](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4396.

100338I

[TV Show](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4397.

100338F

[Spam Filter](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4398.

100338E

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4399.

100338C

[Important Roads](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4400.

100338H

[High Speed Trains](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · Java 7 (first AC) · Tags: —

[Um_nik's solution](#)

4401.

100173B

[Aô5D080Ä5D\\$@ C\\$KCôCC¬;Cä9 Cä1Cä;CäGC¬8](#)

Rating: — · first AC: 2014-07-17 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4402.

100173A

[ASKôôCC¬;C O Cä1Cä;CäGC¬0](#)

Rating: — · first AC: 2014-07-17 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4403.

100173E

[A¬0000\\$5C´LCÔ0Dò : Cä:D CCd=CäAD\\$8](#)

Rating: — · first AC: 2014-07-17 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4404.

100173C

[AD20R¬>C¬@D46CÔ>D BC€](#)

Rating: — · first AC: 2014-07-17 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4405.

100168T

[B-0DAD\\$>Dô=C,,5 CÄ5Cd4D2 ;D4GC <C€](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4406.

1001680

[A¬0000C´;CT;DÄ=C O Cô@Dô<C O](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4407.

100168K

[Aô5D05D 5Dt5CÔ8CR 4C\\$CDR ?D OCÄKDP](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4408.

100168S

[Aô>7C¬ôd5CÔ8CR BCäGCT: C\\$=CR ?D OCÄ>C•](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4409.

100168R

[Aô@C¬j¬C 4C´5Cd=CäAD\\$L D\\$>Dt:C, >D\\$@CT7C¬C](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4410.

100168Q

[Aô@QjãC 4C´5Cd=CäAD\\$LD\\$>Dt:C, ;D4GD0](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4411.

100168P

[Aô@QjãC 4C´5Cd=CäAD\\$LD\\$>Dt:C, ?D OCÄ>C•](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4412.

100168N

[B4@Q2QÔ5CÔ8CR ?D OCÄ>C' ”•](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4413.

100168M

[B4@Q2QÔ5CÔ8CR ?D OCÄ>C' •](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4414.

100168L

[AD@QjãC 2CT:D\\$>D 0](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4415.

100168I

[B 0DAD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ >D\\$@CT7C=0](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4416.

100168H

[B 0DAD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ;D4GC](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4417.

100168F

[B 0DAD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C•](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4418.

100168G

[B 0DAD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C'](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4419.

100168E

[A8D@ACCT:D\\$@C,,AC](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4420.

100168D

[Aô@QjãC 4DÂ BD 5D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4421.

100168C

[A670A10 4DÂ <CÔ>C4>D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4422.

100168B

[B430A;CÄ5Cd4D2 2CT:D\\$>D 0CÄ8](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4423.

100168A

[A67000D =D´9 D43Cä; D\\$>Dt:C€](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4424.

100345I

[Segment Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4425.

100345G

[Pulp Fiction](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4426.

100345D

[Currency Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4427.

100345H

[Settling the Universe Up](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4428.

100345E

[New Mayors](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4429.

100345F

[Sqrt Nim](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4430.

100345B

[Signed Derangements](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-13 · Java 7 (first AC) · Tags: —

[Um_nik's solution](#)

4431.

100092H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4432.

100092G

[G · Tutorial](#)

Rating: — · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4433.

100092F

[F · Tutorial](#)

Rating: — · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4434.

100092E

[E · Tutorial](#)

Rating: — · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4435.

100092D

[D · Tutorial](#)

Rating: — · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4436.

100092C

[C · Tutorial](#)

Rating: — · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4437.

100092B

[B · Tutorial](#)

Rating: — · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4438.

100092A

[A · Tutorial](#)

Rating: — · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4439.

100105F

[AÄ5D\\$@Cä](#)

Rating: — · first AC: 2014-06-11 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4440.

100105D

[BD0D\\$1Cä;DÄ=D´5 Cö>C´O](#)

Rating: — · first AC: 2014-06-11 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4441.

100105E

[AÄK - CÄ0D! AÄK - C40Cr](#)

Rating: — · first AC: 2014-06-11 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4442.

100105G

[AÄ0018CÖ4D >CÄK](#)

Rating: — · first AC: 2014-06-11 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4443.

100105H

[B1BC4C,,>C0](#)

Rating: — · first AC: 2014-06-11 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4444.

100105B

[A-2DS>CÄ>C 8C`8 C" C 9D\\$;C =CD8C€](#)

Rating: — · first AC: 2014-06-11 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4445.

100105C

[A10Cα0D](#)

Rating: — · first AC: 2014-06-11 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4446.

100105A

[B55015D JCT<Cα0](#)

Rating: — · first AC: 2014-06-11 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4447.

100089I

[A58D10D K](#)

Rating: — · first AC: 2014-06-09 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4448.

100089H

[B1CCÄ0](#)

Rating: — · first AC: 2014-06-09 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4449.

100089A

[A10Cα0D](#)

Rating: — · first AC: 2014-06-09 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4450.

100089G

[A1αD12C,,BC ;DÀ](#)

Rating: — · first AC: 2014-06-09 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4451.

100089J

[A`504:0ä5 D ;Cä2Cà](#)

Rating: — · first AC: 2014-06-09 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4452.

100089F

[A450A>C4;Cä1C,,=](#)

Rating: — · first AC: 2014-06-09 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4453.

100089E

[A00C1# C GCT=C,,O](#)

Rating: — · first AC: 2014-06-09 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4454.

100089B

[BDDSLCä;](#)

Rating: — · first AC: 2014-06-09 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4455.

100213K

[Gone Swimming](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-25 · last AC: 2014-05-25 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4456.

100213A

[Beer Problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4457.

100213H

[Saving Princess](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4458.

100213E

[Islands](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4459.

100213C

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4460.

100213F

[Counterfeit Money](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4461.

100213I

[Radio Waves](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4462.

100213D

[Integer Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4463.

100202H

[Quest](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-30 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4464.

100202C

[Holidays](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-30 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4465.

100202B

[Under Control](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-30 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4466.

100202G

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-30 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4467.

100202I

[Stable Sets](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-30 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4468.

100202D

[Laboratory](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-30 · last AC: 2014-03-30 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4469.

100202A

[Little Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-30 · Java 7 (first AC) · Tags: —

[Um_nik's solution](#)

4470.

100379E

[Addition in the Fibonacci number system](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-27 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4471.

100379L

[Game with a string](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-27 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4472.

100379H

[Matches are not toys for children](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-27 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4473.

100379G

[Wythoff's game with three piles](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-27 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4474.

100379D

[Generalized Fibonacci sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-27 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4475.

100131H

[ASAD\\$OC\\$:C :C`NDt5C\\$KDR 7C00Dt5C08C•](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4476.

100131E

[A;0=âDÔ2C :D40Dd8C€](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4477.

100131K

[A;Â5040-C,,=C\\$5D AC,,8](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4478.

100131S

[A; A00>C\\$0 D CCÄ<C](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4479.

100131R

[A12CT17CDK](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4480.

100131P

[A=FD56ÔL C,,7 Cô5D 5D BC =Cä2C=8](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4481.

100131F

[Aô5D5D 5Dt5CÔ8CR 4C\\$CDR >D\\$@CT7C= >C](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4482.

100131C

[ASK000;C O Cä1Cä;CäGC=0](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4483.

100131G

[AÄ00K0, 8 A=0D ;D >CØ](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4484.

100131L

[A000;âCT=DÄHCT5 C= @C BCÔ>CP](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4485.

100131B

[A=FC04CT=D 0Dd8Dò 3D 0DD0](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4486.

100131D

[B080=C,,GCTAC=8CR AD4DDD8C=AD°](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4487.

100131M

[Aö5D8Cä4 D BD >C=8](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4488.

1001310

[Aö0CäAD\\$0Dð 7C 4C GC](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4489.

100131J

[Aö0C8D 8CÔB Ct=C =C,,9](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4490.

100131N

[BS>Dri0, ACäGC´5CÔ5CÔ8Dð](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4491.

100131T

[Aä0CÄ5CÐ](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4492.

100131Q

[AäAD\\$>C\\$=Cä5 CD5D 5C\\$> 2](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4493.

100131A

[Aä>Di8D°](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4494.

100376F

[Circles and trees](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-18 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4495.

100376H

[Petya and arrays](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-18 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4496.

100376I

[Petya and arrays 2](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-18 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4497.

100376D

[Deputies on the tree \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-18 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4498.

100376C

[Christmas gifts \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-18 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4499.

100376B

[Laser \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-18 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4500.

100376A

[Lucky pairs \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-18 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4501.

100307G

[Green Energy](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-22 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4502.

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-22 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4503.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-22 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4504.

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-22 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4505.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-22 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4506.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-22 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4507.

100200H

[Driving Straight](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-20 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4508.

100200E

[DVD](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-20 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4509.

100200D

[Linear Programming Dual](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-20 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4510.

100200F

[Think Positive](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-20 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4511.

100200B

[Burning Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-20 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4512.

100229D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-05 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4513.

100229K

[K](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-05 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4514.

1002290

[O](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-05 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4515.

100229M

[M](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-05 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4516.

100229C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-05 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4517.

100229A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-05 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4518.

100151F

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-27 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4519.

100151E

[Berland Chess](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-27 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4520.

100151B

[Building Foundation](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-27 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4521.

100151C

[Dice Tower](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-27 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4522.

100151A

[Bonnie and Clyde](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-27 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4523.

100151K

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-27 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4524.

100114F

[GCDs](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-15 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4525.

100114E

[Multiplication Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4526.

100114J

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4527.

100114I

[Dunno](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-15 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4528.

100114D

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4529.

100114H

[Milestones](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4530.

100114A

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-15 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4531.

100114C

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4532.

100114B

[Island](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4533.

100114G

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4534.

100078A

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-11 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4535.

100078J

[Journey with Pigs](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-11 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4536.

100078G

[Given a string...](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-11 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4537.

100078C

[Crosses and Crosses](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-11 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4538.

100078I

[iChess](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-11 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4539.

100078B

[Beer Refrigerator](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-11 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4540.

100005A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-04 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4541.

100005C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-04 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4542.

100005F

[F · Tutorial](#)

Rating: — · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4543.

100005H

[H · Tutorial](#)

Rating: — · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4544.

100005E

[E · Tutorial](#)

Rating: — · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4545.

100005G

[G · Tutorial](#)

Rating: — · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4546.

100005D

[D · Tutorial](#)

Rating: — · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4547.

100121F

[A50f5C=D'5 CD>D >C48](#)

Rating: — · first AC: 2013-08-03 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4548.

100121H

[A„3D0iC" AC'>C\\$0](#)

Rating: — · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4549.

100121B

[BÔpTtD\\$@C„GCTAC¤0Dò ADT5CÄ0](#)

Rating: — · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4550.

100121D

[B18D;0à](#)

Rating: — · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4551.

100121A

[Aô@DôC O C, >C¤@D46CÔ>D BDÀ](#)

Rating: — · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: —

[Um_nik's solution](#)

4552.

100121E

[B 0D D0D :C :D41C„:Cä2](#)

Rating: — · first AC: 2013-08-03 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4553.

100121G

[BD8046D=Câ5 C=0D\\$0CÔ8CP](#)

Rating: — · first AC: 2013-08-03 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4554.

100121C

[A=,Dâ6](#)

Rating: — · first AC: 2013-08-03 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4555.

100122C

[BÔ,DÂD C,,9D :C O CÔ8D 0CÄ8CD:C](#)

Rating: — · first AC: 2012-11-14 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4556.

100122I

[A\\$5018C=0Dò HCTAD\\$5D :C](#)

Rating: — · first AC: 2012-11-14 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4557.

100122D

[AD\\$D060 BDÂ AD\\$@Câ9!](#)

Rating: — · first AC: 2012-11-14 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4558.

100090G

[The Last Wish](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-13 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4559.

100090E

[Counterfeiters](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-13 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4560.

100090K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-13 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4561.

100090M

[Jumping along the Hummocks](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-13 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4562.

100090L

[Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-13 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4563.

100043G

[A4=001C ACâ 2D 5CÄ5CÔ5CÀ](#)

Rating: — · first AC: 2012-09-25 · MS C++ (first AC) · Tags: —

[Um_nik's solution](#)

4564.

100043C

[B 0000,GCÔKCR GC,,AC´0](#)

Rating: — · first AC: 2012-09-25 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4565.

100043B

[A5C04CT@](#)

Rating: — · first AC: 2012-09-25 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4566.

100043D

[A,3D0l](#)

Rating: — · first AC: 2012-09-25 · FPC (first AC) · Tags: —

[Um_nik's solution](#)

4567.

100043J

[B Kd10 AC=8C' IC,,B](#)

Rating: — · first AC: 2012-09-25 · FPC (first AC) · Tags: —

[Um_nik's solution](#)