

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

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# Unique solved — UnstoppableChillMachine

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

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

Filters: none

Count: 2,439

1.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[UnstoppableChillMachine's solution](#)

2.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[UnstoppableChillMachine's solution](#)

3.

1928A

[Rectangle Cutting](#) · [Tutorial](#)

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

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4.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,452 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[UnstoppableChillMachine's solution](#)

5.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,197 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

6.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,896 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[UnstoppableChillMachine's solution](#)

7.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[UnstoppableChillMachine's solution](#)

8.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[UnstoppableChillMachine's solution](#)

9.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[UnstoppableChillMachine's solution](#)

**10.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[UnstoppableChillMachine's solution](#)

**11.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[UnstoppableChillMachine's solution](#)

**12.**

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,962 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[UnstoppableChillMachine's solution](#)

**13.**

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,556 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[UnstoppableChillMachine's solution](#)

**14.**

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[UnstoppableChillMachine's solution](#)

**15.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[UnstoppableChillMachine's solution](#)

**16.**

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**17.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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**18.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

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**19.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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**20.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,330 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

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**21.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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**22.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,218 global accepts · Rating: 800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[UnstoppableChillMachine's solution](#)

**23.**

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,669 global accepts · Rating: 800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[UnstoppableChillMachine's solution](#)

**24.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,009 global accepts · Rating: 800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers

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**25.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,993 global accepts · Rating: 800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[UnstoppableChillMachine's solution](#)

**26.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,693 global accepts · Rating: 800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[UnstoppableChillMachine's solution](#)

**27.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,394 global accepts · Rating: 800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[UnstoppableChillMachine's solution](#)

**28.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[UnstoppableChillMachine's solution](#)

**29.**

1769A

[B47C#Dò 4Cä @ Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: \*special, math

[UnstoppableChillMachine's solution](#)

**30.**

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[UnstoppableChillMachine's solution](#)

**31.**

1720B

[Interesting Sum](#) · [Tutorial](#)

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

[UnstoppableChillMachine's solution](#)

**32.**

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[UnstoppableChillMachine's solution](#)

**33.**

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

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**34.**

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**35.**

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**36.**

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,595 global accepts · Rating: 800 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[UnstoppableChillMachine's solution](#)

**37.**

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[UnstoppableChillMachine's solution](#)

**38.**

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**39.**

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,778 global accepts · Rating: 800 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

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**40.**

1705A

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

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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**41.**

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**42.**

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,179 global accepts · Rating: 800 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[UnstoppableChillMachine's solution](#)

**43.**

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[UnstoppableChillMachine's solution](#)

**44.**

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,171 global accepts · Rating: 800 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[UnstoppableChillMachine's solution](#)

**45.**

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,241 global accepts · Rating: 800 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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**46.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**47.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**48.**

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

[UnstoppableChillMachine's solution](#)

**49.**

1684A

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

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings

[UnstoppableChillMachine's solution](#)

**50.**

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**51.**

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: strings

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**52.**

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

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**53.**

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  
[UnstoppableChillMachine's solution](#)

**54.**

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  
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**55.**

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**56.**

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math  
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**57.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
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**58.**

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
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**59.**

1552A

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

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**60.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[UnstoppableChillMachine's solution](#)

**61.**

1544B

[Putting Plates](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[UnstoppableChillMachine's solution](#)

**62.**

1544A

[Binary Decimal](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: math  
[UnstoppableChillMachine's solution](#)

**63.**

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  
[UnstoppableChillMachine's solution](#)

64.

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

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65.

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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66.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

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67.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[UnstoppableChillMachine's solution](#)

68.

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,904 global accepts · Rating: 800 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

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69.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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70.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,632 global accepts · Rating: 800 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[UnstoppableChillMachine's solution](#)

71.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,459 global accepts · Rating: 800 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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72.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,124 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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73.

1519B

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

Quality: 33,398 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[UnstoppableChillMachine's solution](#)

74.

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

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**75.**

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

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**76.**

1491A

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

Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

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**77.**

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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**78.**

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

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**79.**

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,012 global accepts · Rating: 800 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

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**80.**

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings

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**81.**

1474A

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

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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**82.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,842 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

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**83.**

1472A

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

Quality: 45,524 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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**84.**

1473A

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

Quality: 37,430 global accepts · Rating: 800 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

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**85.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

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

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**86.**

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math

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**87.**

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

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**88.**

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,784 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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**89.**

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,063 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**90.**

1393A

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

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**91.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: geometry, math

[UnstoppableChillMachine's solution](#)

**92.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[UnstoppableChillMachine's solution](#)

**93.**

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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**94.**

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

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**95.**

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

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**96.**

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

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- 97.**  
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  
[UnstoppableChillMachine's solution](#)
- 98.**  
1223A  
[CME](#) · [Tutorial](#)  
Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math  
[UnstoppableChillMachine's solution](#)
- 99.**  
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  
[UnstoppableChillMachine's solution](#)
- 100.**  
1196A  
[Three Piles of Candies](#) · [Tutorial](#)  
Quality: 29,128 global accepts · Rating: 800 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math  
[UnstoppableChillMachine's solution](#)
- 101.**  
1178A  
[Prime Minister](#) · [Tutorial](#)  
Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[UnstoppableChillMachine's solution](#)
- 102.**  
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  
[UnstoppableChillMachine's solution](#)
- 103.**  
1114A  
[Got Any Grapes?](#) · [Tutorial](#)  
Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[UnstoppableChillMachine's solution](#)
- 104.**  
1099A  
[Snowball](#) · [Tutorial](#)  
Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[UnstoppableChillMachine's solution](#)
- 105.**  
1096A  
[Find Divisible](#) · [Tutorial](#)  
Quality: 19,633 global accepts · Rating: 800 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[UnstoppableChillMachine's solution](#)
- 106.**  
1095A  
[Repeating Cipher](#) · [Tutorial](#)  
Quality: 36,490 global accepts · Rating: 800 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[UnstoppableChillMachine's solution](#)
- 107.**  
1085A  
[Right-Left Cipher](#) · [Tutorial](#)  
Quality: 12,697 global accepts · Rating: 800 · first AC: 2018-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[UnstoppableChillMachine's solution](#)

**108.**

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**109.**

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[UnstoppableChillMachine's solution](#)

**110.**

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[UnstoppableChillMachine's solution](#)

**111.**

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**112.**

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[UnstoppableChillMachine's solution](#)

**113.**

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,456 global accepts · Rating: 800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**114.**

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[UnstoppableChillMachine's solution](#)

**115.**

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[UnstoppableChillMachine's solution](#)

**116.**

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**117.**

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**118.**

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**119.**

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[UnstoppableChillMachine's solution](#)

**120.**

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,983 global accepts · Rating: 800 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**121.**

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,213 global accepts · Rating: 800 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**122.**

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[UnstoppableChillMachine's solution](#)

**123.**

999A

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

Quality: 25,328 global accepts · Rating: 800 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[UnstoppableChillMachine's solution](#)

**124.**

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,369 global accepts · Rating: 800 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[UnstoppableChillMachine's solution](#)

**125.**

855A

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

Quality: 27,347 global accepts · Rating: 800 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[UnstoppableChillMachine's solution](#)

**126.**

978B

[File Name](#) · [Tutorial](#)

Quality: 40,910 global accepts · Rating: 800 · first AC: 2018-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[UnstoppableChillMachine's solution](#)

**127.**

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,731 global accepts · Rating: 800 · first AC: 2018-06-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**128.**

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,490 global accepts · Rating: 800 · first AC: 2018-06-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**129.**

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,563 global accepts · Rating: 800 · first AC: 2018-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**130.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,532 global accepts · Rating: 800 · first AC: 2018-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[UnstoppableChillMachine's solution](#)

**131.**

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,913 global accepts · Rating: 800 · first AC: 2018-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[UnstoppableChillMachine's solution](#)

**132.**

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[UnstoppableChillMachine's solution](#)

**133.**

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
[UnstoppableChillMachine's solution](#)

**134.**

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[UnstoppableChillMachine's solution](#)

**135.**

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[UnstoppableChillMachine's solution](#)

**136.**

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation  
[UnstoppableChillMachine's solution](#)

**137.**

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,092 global accepts · Rating: 800 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[UnstoppableChillMachine's solution](#)

**138.**

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp  
[UnstoppableChillMachine's solution](#)

**139.**

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[UnstoppableChillMachine's solution](#)

**140.**

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,820 global accepts · Rating: 800 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[UnstoppableChillMachine's solution](#)

**141.**

629A

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

Quality: 14,847 global accepts · Rating: 800 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**142.**

513A

[Game](#) · Tutorial

Quality: 21,849 global accepts · Rating: 800 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[UnstoppableChillMachine's solution](#)

**143.**

732A

[Buy a Shovel](#) · Tutorial

Quality: 88,836 global accepts · Rating: 800 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[UnstoppableChillMachine's solution](#)

**144.**

443A

[Anton and Letters](#) · Tutorial

Quality: 112,061 global accepts · Rating: 800 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**145.**

148A

[Insomnia cure](#) · Tutorial

Quality: 112,396 global accepts · Rating: 800 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[UnstoppableChillMachine's solution](#)

**146.**

266B

[Queue at the School](#) · Tutorial

Quality: 166,080 global accepts · Rating: 800 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[UnstoppableChillMachine's solution](#)

**147.**

884A

[Book Reading](#) · Tutorial

Quality: 11,283 global accepts · Rating: 800 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**148.**

110A

[Nearly Lucky Number](#) · Tutorial

Quality: 199,498 global accepts · Rating: 800 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**149.**

867A

[Between the Offices](#) · Tutorial

Quality: 20,630 global accepts · Rating: 800 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**150.**

630A

[Again Twenty Five!](#) · Tutorial

Quality: 93,511 global accepts · Rating: 800 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[UnstoppableChillMachine's solution](#)

**151.**

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

[UnstoppableChillMachine's solution](#)

**152.**

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**153.**

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[UnstoppableChillMachine's solution](#)

**154.**

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,311 global accepts · Rating: 800 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[UnstoppableChillMachine's solution](#)

**155.**

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: math

[UnstoppableChillMachine's solution](#)

**156.**

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: games, math

[UnstoppableChillMachine's solution](#)

**157.**

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,647 global accepts · Rating: 800 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: implementation, strings

[UnstoppableChillMachine's solution](#)

**158.**

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**159.**

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++ (first AC) · Tags: implementation, math

[UnstoppableChillMachine's solution](#)

**160.**

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,806 global accepts · Rating: 800 · first AC: 2017-06-24 · GNU C++ (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**161.**

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,417 global accepts · Rating: 800 · first AC: 2017-06-23 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**162.**

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2017-06-21 · GNU C++11 (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**163.**

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2017-06-20 · GNU C++11 (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**164.**

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 800 · first AC: 2017-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**165.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,602 global accepts · Rating: 800 · first AC: 2017-06-19 · GNU C++11 (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**166.**

731A

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

Quality: 53,209 global accepts · Rating: 800 · first AC: 2017-05-30 · GNU C++11 (first AC) · Tags: implementation, strings

[UnstoppableChillMachine's solution](#)

**167.**

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · GNU C++11 (first AC) · Tags: brute force, implementation

[UnstoppableChillMachine's solution](#)

**168.**

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation

[UnstoppableChillMachine's solution](#)

**169.**

770A

[New Password](#) · [Tutorial](#)

Quality: 21,735 global accepts · Rating: 800 · first AC: 2017-03-12 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[UnstoppableChillMachine's solution](#)

**170.**

782A

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

Rating: 800 · first AC: 2017-03-08 · GNU C++11 (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**171.**

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: \*special, implementation, sortings

[UnstoppableChillMachine's solution](#)

**172.**

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 800 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[UnstoppableChillMachine's solution](#)

**173.**

760A

[Petr and a calendar](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 800 · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: implementation, math

[UnstoppableChillMachine's solution](#)

**174.**

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-16 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory

[UnstoppableChillMachine's solution](#)

**175.**

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

[UnstoppableChillMachine's solution](#)

**176.**

748A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 800 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: implementation, math

[UnstoppableChillMachine's solution](#)

**177.**

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,933 global accepts · Rating: 800 · first AC: 2016-12-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[UnstoppableChillMachine's solution](#)

**178.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,534 global accepts · Rating: 800 · first AC: 2016-12-22 · GNU C++11 (first AC) · Tags: implementation, strings

[UnstoppableChillMachine's solution](#)

**179.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[UnstoppableChillMachine's solution](#)

**180.**

1927B

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

Quality: 38,132 global accepts · Rating: 900 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[UnstoppableChillMachine's solution](#)

**181.**

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,603 global accepts · Rating: 900 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[UnstoppableChillMachine's solution](#)

**182.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[UnstoppableChillMachine's solution](#)

**183.**

1875A

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

Quality: 47,000 global accepts · Rating: 900 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[UnstoppableChillMachine's solution](#)

**184.**

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[UnstoppableChillMachine's solution](#)

**185.**

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,649 global accepts · Rating: 900 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[UnstoppableChillMachine's solution](#)

**186.**

1720A

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

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[UnstoppableChillMachine's solution](#)

**187.**

1709B

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

Quality: 25,843 global accepts · Rating: 900 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[UnstoppableChillMachine's solution](#)

**188.**

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,896 global accepts · Rating: 900 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[UnstoppableChillMachine's solution](#)

**189.**

1705B

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

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[UnstoppableChillMachine's solution](#)

**190.**

1609A

[Divide and Multiply](#) · [Tutorial](#)

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[UnstoppableChillMachine's solution](#)

**191.**

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

[UnstoppableChillMachine's solution](#)

**192.**

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,363 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[UnstoppableChillMachine's solution](#)

**193.**

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[UnstoppableChillMachine's solution](#)

**194.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,585 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math  
[UnstoppableChillMachine's solution](#)

**195.**

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[UnstoppableChillMachine's solution](#)

**196.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[UnstoppableChillMachine's solution](#)

**197.**

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings  
[UnstoppableChillMachine's solution](#)

**198.**

1475B

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

Quality: 57,250 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math  
[UnstoppableChillMachine's solution](#)

**199.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,816 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[UnstoppableChillMachine's solution](#)

**200.**

1471A

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

Quality: 38,206 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory  
[UnstoppableChillMachine's solution](#)

**201.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[UnstoppableChillMachine's solution](#)

**202.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[UnstoppableChillMachine's solution](#)

**203.**

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: implementation  
[UnstoppableChillMachine's solution](#)

**204.**

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 900 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings  
[UnstoppableChillMachine's solution](#)

**205.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[UnstoppableChillMachine's solution](#)

**206.**

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[UnstoppableChillMachine's solution](#)

**207.**

1208A

[XORinacci](#) · [Tutorial](#)

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

[UnstoppableChillMachine's solution](#)

**208.**

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[UnstoppableChillMachine's solution](#)

**209.**

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

[UnstoppableChillMachine's solution](#)

**210.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[UnstoppableChillMachine's solution](#)

**211.**

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**212.**

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,641 global accepts · Rating: 900 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[UnstoppableChillMachine's solution](#)

**213.**

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[UnstoppableChillMachine's solution](#)

**214.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[UnstoppableChillMachine's solution](#)

**215.**

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[UnstoppableChillMachine's solution](#)

**216.**

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[UnstoppableChillMachine's solution](#)

**217.**

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**218.**

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[UnstoppableChillMachine's solution](#)

**219.**

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[UnstoppableChillMachine's solution](#)

**220.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,781 global accepts · Rating: 900 · first AC: 2018-06-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[UnstoppableChillMachine's solution](#)

**221.**

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[UnstoppableChillMachine's solution](#)

**222.**

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[UnstoppableChillMachine's solution](#)

**223.**

496A

[Minimum Difficulty](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 900 · first AC: 2018-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[UnstoppableChillMachine's solution](#)

**224.**

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2018-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**225.**

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2018-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[UnstoppableChillMachine's solution](#)

**226.**

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**227.**

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[UnstoppableChillMachine's solution](#)

**228.**

11A

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

Quality: 15,495 global accepts · Rating: 900 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[UnstoppableChillMachine's solution](#)

**229.**

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**230.**

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,648 global accepts · Rating: 900 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**231.**

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[UnstoppableChillMachine's solution](#)

**232.**

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 900 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[UnstoppableChillMachine's solution](#)

**233.**

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,290 global accepts · Rating: 900 · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[UnstoppableChillMachine's solution](#)

**234.**

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[UnstoppableChillMachine's solution](#)

**235.**

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 900 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**236.**

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[UnstoppableChillMachine's solution](#)

**237.**

872A

[Search for Pretty Integers](#) · [Tutorial](#)

Rating: 900 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**238.**

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[UnstoppableChillMachine's solution](#)

**239.**

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: brute force, implementation  
[UnstoppableChillMachine's solution](#)

**240.**

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-12 · GNU C++11 (first AC) · Tags: implementation  
[UnstoppableChillMachine's solution](#)

**241.**

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: implementation  
[UnstoppableChillMachine's solution](#)

**242.**

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-06-24 · GNU C++11 (first AC) · Tags: implementation, math  
[UnstoppableChillMachine's solution](#)

**243.**

729A

[Interview with Oleg](#) · [Tutorial](#)

Quality: 8,096 global accepts · Rating: 900 · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: implementation, strings  
[UnstoppableChillMachine's solution](#)

**244.**

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[UnstoppableChillMachine's solution](#)

**245.**

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 900 · first AC: 2017-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings  
[UnstoppableChillMachine's solution](#)

**246.**

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: implementation, math  
[UnstoppableChillMachine's solution](#)

**247.**

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: implementation  
[UnstoppableChillMachine's solution](#)

**248.**

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,248 global accepts · Rating: 900 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: implementation, sortings  
[UnstoppableChillMachine's solution](#)

**249.**

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 900 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: implementation, math

[UnstoppableChillMachine's solution](#)

**250.**

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

[UnstoppableChillMachine's solution](#)

**251.**

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**252.**

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: implementation, strings

[UnstoppableChillMachine's solution](#)

**253.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[UnstoppableChillMachine's solution](#)

**254.**

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[UnstoppableChillMachine's solution](#)

**255.**

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[UnstoppableChillMachine's solution](#)

**256.**

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[UnstoppableChillMachine's solution](#)

**257.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,910 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[UnstoppableChillMachine's solution](#)

**258.**

1876A

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

Quality: 34,919 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[UnstoppableChillMachine's solution](#)

**259.**

1769B1

[A=>068D >C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, implementation,

math

[UnstoppableChillMachine's solution](#)

**260.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,607 global accepts · Rating: 1000 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[UnstoppableChillMachine's solution](#)

**261.**

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[UnstoppableChillMachine's solution](#)

**262.**

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[UnstoppableChillMachine's solution](#)

**263.**

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[UnstoppableChillMachine's solution](#)

**264.**

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,541 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[UnstoppableChillMachine's solution](#)

**265.**

1515B

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

Quality: 27,067 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[UnstoppableChillMachine's solution](#)

**266.**

1490B

[Balanced Remainders](#) · [Tutorial](#)

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[UnstoppableChillMachine's solution](#)

**267.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[UnstoppableChillMachine's solution](#)

**268.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[UnstoppableChillMachine's solution](#)

**269.**

1474B

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

Quality: 40,331 global accepts · Rating: 1000 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive

algorithms, greedy, math, number theory

[UnstoppableChillMachine's solution](#)

**270.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings

[UnstoppableChillMachine's solution](#)

**271.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,039 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[UnstoppableChillMachine's solution](#)

**272.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[UnstoppableChillMachine's solution](#)

**273.**

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

[UnstoppableChillMachine's solution](#)

**274.**

1266A

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

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[UnstoppableChillMachine's solution](#)

**275.**

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

[UnstoppableChillMachine's solution](#)

**276.**

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

[UnstoppableChillMachine's solution](#)

**277.**

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[UnstoppableChillMachine's solution](#)

**278.**

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,296 global accepts · Rating: 1000 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**279.**

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

[UnstoppableChillMachine's solution](#)

**280.**

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[UnstoppableChillMachine's solution](#)

**281.**

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[UnstoppableChillMachine's solution](#)

**282.**

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-25 · last AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[UnstoppableChillMachine's solution](#)

**283.**

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[UnstoppableChillMachine's solution](#)

**284.**

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[UnstoppableChillMachine's solution](#)

**285.**

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation  
[UnstoppableChillMachine's solution](#)

**286.**

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[UnstoppableChillMachine's solution](#)

**287.**

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math  
[UnstoppableChillMachine's solution](#)

**288.**

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[UnstoppableChillMachine's solution](#)

**289.**

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[UnstoppableChillMachine's solution](#)

**290.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,823 global accepts · Rating: 1000 · first AC: 2018-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two

pointers

[UnstoppableChillMachine's solution](#)

**291.**

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[UnstoppableChillMachine's solution](#)

**292.**

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[UnstoppableChillMachine's solution](#)

**293.**

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1000 · first AC: 2018-04-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**294.**

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**295.**

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[UnstoppableChillMachine's solution](#)

**296.**

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[UnstoppableChillMachine's solution](#)

**297.**

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[UnstoppableChillMachine's solution](#)

**298.**

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[UnstoppableChillMachine's solution](#)

**299.**

886A

[ACM ICPC](#) · [Tutorial](#)

Quality: 11,216 global accepts · Rating: 1000 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[UnstoppableChillMachine's solution](#)

**300.**

886B

[Vlad and Cafes](#) · [Tutorial](#)

Quality: 8,413 global accepts · Rating: 1000 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**301.**

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: \*special, constructive algorithms

[UnstoppableChillMachine's solution](#)

**302.**

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[UnstoppableChillMachine's solution](#)

**303.**

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[UnstoppableChillMachine's solution](#)

**304.**

766B

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

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[UnstoppableChillMachine's solution](#)

**305.**

766A

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

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[UnstoppableChillMachine's solution](#)

**306.**

118B

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

Quality: 34,583 global accepts · Rating: 1000 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**307.**

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**308.**

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[UnstoppableChillMachine's solution](#)

**309.**

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[UnstoppableChillMachine's solution](#)

**310.**

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

[UnstoppableChillMachine's solution](#)

**311.**

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[UnstoppableChillMachine's solution](#)

**312.**

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings  
[UnstoppableChillMachine's solution](#)

**313.**

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[UnstoppableChillMachine's solution](#)

**314.**

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,030 global accepts · Rating: 1000 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: implementation  
[UnstoppableChillMachine's solution](#)

**315.**

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2017-06-24 · GNU C++ (first AC) · Tags: constructive algorithms, math  
[UnstoppableChillMachine's solution](#)

**316.**

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,243 global accepts · Rating: 1000 · first AC: 2017-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[UnstoppableChillMachine's solution](#)

**317.**

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2017-06-18 · GNU C++11 (first AC) · Tags: implementation  
[UnstoppableChillMachine's solution](#)

**318.**

816A

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

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, implementation  
[UnstoppableChillMachine's solution](#)

**319.**

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms  
[UnstoppableChillMachine's solution](#)

**320.**

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms  
[UnstoppableChillMachine's solution](#)

**321.**

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: greedy, math  
[UnstoppableChillMachine's solution](#)

**322.**

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings  
[UnstoppableChillMachine's solution](#)

**323.**

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[UnstoppableChillMachine's solution](#)

**324.**

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[UnstoppableChillMachine's solution](#)

**325.**

742A

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

Quality: 51,982 global accepts · Rating: 1000 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[UnstoppableChillMachine's solution](#)

**326.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,273 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[UnstoppableChillMachine's solution](#)

**327.**

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[UnstoppableChillMachine's solution](#)

**328.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[UnstoppableChillMachine's solution](#)

**329.**

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[UnstoppableChillMachine's solution](#)

**330.**

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,460 global accepts · Rating: 1100 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[UnstoppableChillMachine's solution](#)

**331.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[UnstoppableChillMachine's solution](#)

**332.**

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[UnstoppableChillMachine's solution](#)

**333.**

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,206 global accepts · Rating: 1100 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings  
[UnstoppableChillMachine's solution](#)

**334.**

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  
[UnstoppableChillMachine's solution](#)

**335.**

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  
[UnstoppableChillMachine's solution](#)

**336.**

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[UnstoppableChillMachine's solution](#)

**337.**

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  
[UnstoppableChillMachine's solution](#)

**338.**

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  
[UnstoppableChillMachine's solution](#)

**339.**

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  
[UnstoppableChillMachine's solution](#)

**340.**

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings  
[UnstoppableChillMachine's solution](#)

**341.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math  
[UnstoppableChillMachine's solution](#)

**342.**

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math  
[UnstoppableChillMachine's solution](#)

**343.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs  
[UnstoppableChillMachine's solution](#)

**344.**

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[UnstoppableChillMachine's solution](#)

**345.**

1428C

[ABBB](#) · [Tutorial](#)

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

[UnstoppableChillMachine's solution](#)

**346.**

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

[UnstoppableChillMachine's solution](#)

**347.**

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,998 global accepts · Rating: 1100 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[UnstoppableChillMachine's solution](#)

**348.**

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[UnstoppableChillMachine's solution](#)

**349.**

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[UnstoppableChillMachine's solution](#)

**350.**

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[UnstoppableChillMachine's solution](#)

**351.**

1112A

[Technogoblet of Fire](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**352.**

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[UnstoppableChillMachine's solution](#)

**353.**

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[UnstoppableChillMachine's solution](#)

**354.**

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[UnstoppableChillMachine's solution](#)

**355.**

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[UnstoppableChillMachine's solution](#)

**356.**

1085B

[Div Times Mod](#) · [Tutorial](#)

Quality: 10,086 global accepts · Rating: 1100 · first AC: 2018-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[UnstoppableChillMachine's solution](#)

**357.**

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**358.**

1033B

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

Quality: 11,957 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[UnstoppableChillMachine's solution](#)

**359.**

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[UnstoppableChillMachine's solution](#)

**360.**

1030B

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

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[UnstoppableChillMachine's solution](#)

**361.**

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[UnstoppableChillMachine's solution](#)

**362.**

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[UnstoppableChillMachine's solution](#)

**363.**

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1100 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**364.**

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-22 · GNU C++11 (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**365.**

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[UnstoppableChillMachine's solution](#)

**366.**

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[UnstoppableChillMachine's solution](#)

**367.**

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**368.**

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1100 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[UnstoppableChillMachine's solution](#)

**369.**

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[UnstoppableChillMachine's solution](#)

**370.**

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,838 global accepts · Rating: 1100 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**371.**

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[UnstoppableChillMachine's solution](#)

**372.**

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[UnstoppableChillMachine's solution](#)

**373.**

300A

[Array](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1100 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**374.**

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[UnstoppableChillMachine's solution](#)

**375.**

467B

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

Quality: 42,852 global accepts · Rating: 1100 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**376.**

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**377.**

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[UnstoppableChillMachine's solution](#)

**378.**

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[UnstoppableChillMachine's solution](#)

**379.**

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,796 global accepts · Rating: 1100 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[UnstoppableChillMachine's solution](#)

**380.**

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[UnstoppableChillMachine's solution](#)

**381.**

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[UnstoppableChillMachine's solution](#)

**382.**

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1100 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[UnstoppableChillMachine's solution](#)

**383.**

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,917 global accepts · Rating: 1100 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[UnstoppableChillMachine's solution](#)

**384.**

858A

[k-rounding](#) · [Tutorial](#)

Quality: 8,996 global accepts · Rating: 1100 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[UnstoppableChillMachine's solution](#)

**385.**

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[UnstoppableChillMachine's solution](#)

**386.**

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: geometry

[UnstoppableChillMachine's solution](#)

**387.**

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,187 global accepts · Rating: 1100 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: games, math

[UnstoppableChillMachine's solution](#)

**388.**

835B

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

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

[UnstoppableChillMachine's solution](#)

**389.**

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[UnstoppableChillMachine's solution](#)

**390.**

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2017-06-25 · GNU C++ (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**391.**

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation, strings

[UnstoppableChillMachine's solution](#)

**392.**

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-06-24 · GNU C++ (first AC) · Tags: greedy, implementation, strings

[UnstoppableChillMachine's solution](#)

**393.**

686B

[Little Robber Girl's Zoo](#) · [Tutorial](#)

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2017-06-23 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings

[UnstoppableChillMachine's solution](#)

**394.**

682A

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

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2017-06-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[UnstoppableChillMachine's solution](#)

**395.**

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,886 global accepts · Rating: 1100 · first AC: 2017-06-11 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[UnstoppableChillMachine's solution](#)

**396.**

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-05 · GNU C++11 (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**397.**

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2017-06-04 · GNU C++11 (first AC) · Tags: brute force

[UnstoppableChillMachine's solution](#)

**398.**

731B

[Coupons and Discounts](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2017-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[UnstoppableChillMachine's solution](#)

**399.**

799A

[Carrot Cakes](#) · [Tutorial](#)

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

[UnstoppableChillMachine's solution](#)

**400.**

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

[UnstoppableChillMachine's solution](#)

**401.**

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-09 · GNU C++11 (first AC) · Tags: brute force, implementation

[UnstoppableChillMachine's solution](#)

**402.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[UnstoppableChillMachine's solution](#)

**403.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[UnstoppableChillMachine's solution](#)

**404.**

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,747 global accepts · Rating: 1200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[UnstoppableChillMachine's solution](#)

**405.**

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[UnstoppableChillMachine's solution](#)

**406.**

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[UnstoppableChillMachine's solution](#)

**407.**

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[UnstoppableChillMachine's solution](#)

**408.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[UnstoppableChillMachine's solution](#)

**409.**

1769C1

[A Good CD\\$C](#) · [Tutorial](#)

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, dp, greedy

[UnstoppableChillMachine's solution](#)

**410.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings

[UnstoppableChillMachine's solution](#)

**411.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,905 global accepts · Rating: 1200 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[UnstoppableChillMachine's solution](#)

**412.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[UnstoppableChillMachine's solution](#)

**413.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[UnstoppableChillMachine's solution](#)

**414.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,585 global accepts · Rating: 1200 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**415.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[UnstoppableChillMachine's solution](#)

**416.**

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

[UnstoppableChillMachine's solution](#)

**417.**

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

[UnstoppableChillMachine's solution](#)

**418.**

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[UnstoppableChillMachine's solution](#)

**419.**

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[UnstoppableChillMachine's solution](#)

**420.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[UnstoppableChillMachine's solution](#)

**421.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[UnstoppableChillMachine's solution](#)

**422.**

1544C

[Pursuit](#) · [Tutorial](#)

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

[UnstoppableChillMachine's solution](#)

**423.**

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,402 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[UnstoppableChillMachine's solution](#)

**424.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,484 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math

[UnstoppableChillMachine's solution](#)

**425.**

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

[UnstoppableChillMachine's solution](#)

**426.**

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

[UnstoppableChillMachine's solution](#)

**427.**

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

[UnstoppableChillMachine's solution](#)

**428.**

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[UnstoppableChillMachine's solution](#)

**429.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,688 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[UnstoppableChillMachine's solution](#)

**430.**

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[UnstoppableChillMachine's solution](#)

**431.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings

[UnstoppableChillMachine's solution](#)

**432.**

1428B

[Belted Rooms](#) · [Tutorial](#)

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

[UnstoppableChillMachine's solution](#)

**433.**

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

[UnstoppableChillMachine's solution](#)

**434.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[UnstoppableChillMachine's solution](#)

**435.**

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[UnstoppableChillMachine's solution](#)

**436.**

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[UnstoppableChillMachine's solution](#)

**437.**

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

[UnstoppableChillMachine's solution](#)

**438.**

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

[UnstoppableChillMachine's solution](#)

**439.**

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[UnstoppableChillMachine's solution](#)

**440.**

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,424 global accepts · Rating: 1200 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**441.**

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[UnstoppableChillMachine's solution](#)

**442.**

1076B

[Divisor Subtraction](#) · [Tutorial](#)

Quality: 14,589 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[UnstoppableChillMachine's solution](#)

**443.**

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[UnstoppableChillMachine's solution](#)

**444.**

1017B

[The Bits](#) · [Tutorial](#)

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

[UnstoppableChillMachine's solution](#)

**445.**

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**446.**

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[UnstoppableChillMachine's solution](#)

**447.**

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[UnstoppableChillMachine's solution](#)

**448.**

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,989 global accepts · Rating: 1200 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**449.**

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[UnstoppableChillMachine's solution](#)

**450.**

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[UnstoppableChillMachine's solution](#)

**451.**

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings  
[UnstoppableChillMachine's solution](#)

**452.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[UnstoppableChillMachine's solution](#)

**453.**

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-22 · GNU C++11 (first AC) · Tags: implementation  
[UnstoppableChillMachine's solution](#)

**454.**

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms  
[UnstoppableChillMachine's solution](#)

**455.**

492B

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

Quality: 90,190 global accepts · Rating: 1200 · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings  
[UnstoppableChillMachine's solution](#)

**456.**

208D

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

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2018-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[UnstoppableChillMachine's solution](#)

**457.**

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[UnstoppableChillMachine's solution](#)

**458.**

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,345 global accepts · Rating: 1200 · first AC: 2018-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers  
[UnstoppableChillMachine's solution](#)

**459.**

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1200 · first AC: 2018-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[UnstoppableChillMachine's solution](#)

**460.**

776B

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

Quality: 25,730 global accepts · Rating: 1200 · first AC: 2018-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[UnstoppableChillMachine's solution](#)

**461.**

944A

[World Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**462.**

928A

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

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: \*special, strings

[UnstoppableChillMachine's solution](#)

**463.**

940A

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

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[UnstoppableChillMachine's solution](#)

**464.**

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**465.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[UnstoppableChillMachine's solution](#)

**466.**

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy

[UnstoppableChillMachine's solution](#)

**467.**

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[UnstoppableChillMachine's solution](#)

**468.**

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[UnstoppableChillMachine's solution](#)

**469.**

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[UnstoppableChillMachine's solution](#)

**470.**

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,637 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[UnstoppableChillMachine's solution](#)

**471.**

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[UnstoppableChillMachine's solution](#)

**472.**

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**473.**

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,985 global accepts · Rating: 1200 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[UnstoppableChillMachine's solution](#)

**474.**

264A

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

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[UnstoppableChillMachine's solution](#)

**475.**

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[UnstoppableChillMachine's solution](#)

**476.**

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**477.**

625B

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

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[UnstoppableChillMachine's solution](#)

**478.**

560B

[Gerald is into Art](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**479.**

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,473 global accepts · Rating: 1200 · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[UnstoppableChillMachine's solution](#)

**480.**

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[UnstoppableChillMachine's solution](#)

**481.**

749B

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

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[UnstoppableChillMachine's solution](#)

**482.**

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[UnstoppableChillMachine's solution](#)

**483.**

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[UnstoppableChillMachine's solution](#)

**484.**

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[UnstoppableChillMachine's solution](#)

**485.**

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[UnstoppableChillMachine's solution](#)

**486.**

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**487.**

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[UnstoppableChillMachine's solution](#)

**488.**

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[UnstoppableChillMachine's solution](#)

**489.**

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2017-09-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[UnstoppableChillMachine's solution](#)

**490.**

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[UnstoppableChillMachine's solution](#)

**491.**

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: brute force, two pointers

[UnstoppableChillMachine's solution](#)

**492.**

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-06-24 · GNU C++ (first AC) · Tags: math

[UnstoppableChillMachine's solution](#)

**493.**

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2017-06-21 · GNU C++11 (first AC) · Tags: sortings

[UnstoppableChillMachine's solution](#)

**494.**

729B

[Spotlights](#) · [Tutorial](#)

Quality: 8,703 global accepts · Rating: 1200 · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: dp, implementation

[UnstoppableChillMachine's solution](#)

**495.**

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2017-06-15 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[UnstoppableChillMachine's solution](#)

**496.**

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-02 · GNU C++11 (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**497.**

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-27 · GNU C++11 (first AC) · Tags: implementation, sortings

[UnstoppableChillMachine's solution](#)

**498.**

743B

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

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2017-05-19 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**499.**

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2017-05-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[UnstoppableChillMachine's solution](#)

**500.**

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-05-16 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[UnstoppableChillMachine's solution](#)

**501.**

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

[UnstoppableChillMachine's solution](#)

**502.**

769B

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

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

[UnstoppableChillMachine's solution](#)

**503.**

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2017-01-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy,

implementation

[UnstoppableChillMachine's solution](#)

**504.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[UnstoppableChillMachine's solution](#)

**505.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[UnstoppableChillMachine's solution](#)

**506.**

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[UnstoppableChillMachine's solution](#)

**507.**

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,373 global accepts · Rating: 1300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[UnstoppableChillMachine's solution](#)

**508.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[UnstoppableChillMachine's solution](#)

**509.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,628 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[UnstoppableChillMachine's solution](#)

**510.**

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,178 global accepts · Rating: 1300 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[UnstoppableChillMachine's solution](#)

**511.**

1879C

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

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[UnstoppableChillMachine's solution](#)

**512.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,703 global accepts · Rating: 1300 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[UnstoppableChillMachine's solution](#)

**513.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[UnstoppableChillMachine's solution](#)

**514.**

1769C2

[A6>CD:CD CDS:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: \*special, dp

[UnstoppableChillMachine's solution](#)

**515.**

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[UnstoppableChillMachine's solution](#)

**516.**

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[UnstoppableChillMachine's solution](#)

**517.**

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,051 global accepts · Rating: 1300 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[UnstoppableChillMachine's solution](#)

**518.**

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[UnstoppableChillMachine's solution](#)

**519.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[UnstoppableChillMachine's solution](#)

**520.**

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

[UnstoppableChillMachine's solution](#)

**521.**

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[UnstoppableChillMachine's solution](#)

**522.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[UnstoppableChillMachine's solution](#)

**523.**

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

[UnstoppableChillMachine's solution](#)

**524.**

1381A1

[Prefix Flip \(Easy Version\) · Tutorial](#)

Quality: 21,723 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[UnstoppableChillMachine's solution](#)

**525.**

611B

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

Quality: 11,065 global accepts · Rating: 1300 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[UnstoppableChillMachine's solution](#)

**526.**

1366B

[Shuffle · Tutorial](#)

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: math, two pointers

[UnstoppableChillMachine's solution](#)

**527.**

653B

[Bear and Compressing · Tutorial](#)

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, strings

[UnstoppableChillMachine's solution](#)

**528.**

1326C

[Permutation Partitions · Tutorial](#)

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[UnstoppableChillMachine's solution](#)

**529.**

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

[UnstoppableChillMachine's solution](#)

**530.**

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

[UnstoppableChillMachine's solution](#)

**531.**

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

[UnstoppableChillMachine's solution](#)

**532.**

1178C

[Tiles · Tutorial](#)

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

[UnstoppableChillMachine's solution](#)

**533.**

1178B

[WOW Factor · Tutorial](#)

Quality: 21,678 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[UnstoppableChillMachine's solution](#)

**534.**

1119B

[Alyona and a Narrow Fridge · Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[UnstoppableChillMachine's solution](#)

**535.**

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings  
[UnstoppableChillMachine's solution](#)

**536.**

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[UnstoppableChillMachine's solution](#)

**537.**

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[UnstoppableChillMachine's solution](#)

**538.**

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,606 global accepts · Rating: 1300 · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[UnstoppableChillMachine's solution](#)

**539.**

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[UnstoppableChillMachine's solution](#)

**540.**

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation  
[UnstoppableChillMachine's solution](#)

**541.**

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[UnstoppableChillMachine's solution](#)

**542.**

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[UnstoppableChillMachine's solution](#)

**543.**

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,813 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[UnstoppableChillMachine's solution](#)

**544.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings  
[UnstoppableChillMachine's solution](#)

**545.**

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[UnstoppableChillMachine's solution](#)

**546.**

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[UnstoppableChillMachine's solution](#)

**547.**

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[UnstoppableChillMachine's solution](#)

**548.**

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[UnstoppableChillMachine's solution](#)

**549.**

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[UnstoppableChillMachine's solution](#)

**550.**

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[UnstoppableChillMachine's solution](#)

**551.**

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1300 · first AC: 2018-05-20 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation  
[UnstoppableChillMachine's solution](#)

**552.**

476B

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

Quality: 37,027 global accepts · Rating: 1300 · first AC: 2018-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities  
[UnstoppableChillMachine's solution](#)

**553.**

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[UnstoppableChillMachine's solution](#)

**554.**

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[UnstoppableChillMachine's solution](#)

**555.**

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[UnstoppableChillMachine's solution](#)

**556.**

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**557.**

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[UnstoppableChillMachine's solution](#)

**558.**

926A

[2-3-numbers](#) · [Tutorial](#)

Quality: 4,160 global accepts · Rating: 1300 · first AC: 2018-03-17 · PyPy 3 (first AC) · Tags: implementation, math

[UnstoppableChillMachine's solution](#)

**559.**

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**560.**

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,835 global accepts · Rating: 1300 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[UnstoppableChillMachine's solution](#)

**561.**

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[UnstoppableChillMachine's solution](#)

**562.**

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[UnstoppableChillMachine's solution](#)

**563.**

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[UnstoppableChillMachine's solution](#)

**564.**

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[UnstoppableChillMachine's solution](#)

**565.**

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[UnstoppableChillMachine's solution](#)

**566.**

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[UnstoppableChillMachine's solution](#)

**567.**

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[UnstoppableChillMachine's solution](#)

**568.**

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,270 global accepts · Rating: 1300 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[UnstoppableChillMachine's solution](#)

**569.**

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**570.**

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[UnstoppableChillMachine's solution](#)

**571.**

886C

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

Quality: 5,676 global accepts · Rating: 1300 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation, trees

[UnstoppableChillMachine's solution](#)

**572.**

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[UnstoppableChillMachine's solution](#)

**573.**

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 1300 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[UnstoppableChillMachine's solution](#)

**574.**

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,263 global accepts · Rating: 1300 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[UnstoppableChillMachine's solution](#)

**575.**

876B

[Divisibility of Differences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[UnstoppableChillMachine's solution](#)

**576.**

872C

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

Rating: 1300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[UnstoppableChillMachine's solution](#)

**577.**

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[UnstoppableChillMachine's solution](#)

**578.**

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[UnstoppableChillMachine's solution](#)

**579.**

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2017-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[UnstoppableChillMachine's solution](#)

**580.**

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[UnstoppableChillMachine's solution](#)

**581.**

841C

[Leha and Function](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: greedy

[UnstoppableChillMachine's solution](#)

**582.**

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: brute force, math

[UnstoppableChillMachine's solution](#)

**583.**

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2017-06-20 · GNU C++11 (first AC) · Tags: brute force

[UnstoppableChillMachine's solution](#)

**584.**

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms

[UnstoppableChillMachine's solution](#)

**585.**

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: greedy, sortings

[UnstoppableChillMachine's solution](#)

**586.**

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-05-18 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[UnstoppableChillMachine's solution](#)

**587.**

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,873 global accepts · Rating: 1300 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[UnstoppableChillMachine's solution](#)

**588.**

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[UnstoppableChillMachine's solution](#)

**589.**

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,210 global accepts · Rating: 1300 · first AC: 2017-04-24 · GNU C++11 (first AC) · Tags: brute force, dp, strings

[UnstoppableChillMachine's solution](#)

**590.**

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**591.**

770B

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

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: \*special, implementation, math

[UnstoppableChillMachine's solution](#)

**592.**

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[UnstoppableChillMachine's solution](#)

**593.**

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[UnstoppableChillMachine's solution](#)

**594.**

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

[UnstoppableChillMachine's solution](#)

**595.**

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

[UnstoppableChillMachine's solution](#)

**596.**

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[UnstoppableChillMachine's solution](#)

**597.**

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[UnstoppableChillMachine's solution](#)

**598.**

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force,

constructive algorithms, games, greedy, math

[UnstoppableChillMachine's solution](#)

**599.**

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,729 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[UnstoppableChillMachine's solution](#)

**600.**

1927E

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

Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[UnstoppableChillMachine's solution](#)

**601.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,580 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[UnstoppableChillMachine's solution](#)

**602.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[UnstoppableChillMachine's solution](#)

**603.**

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[UnstoppableChillMachine's solution](#)

**604.**

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[UnstoppableChillMachine's solution](#)

**605.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[UnstoppableChillMachine's solution](#)

**606.**

1830A

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

Quality: 20,320 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[UnstoppableChillMachine's solution](#)

**607.**

1769B2

[Aesop's Fables](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: \*special, binary search, brute force, math

[UnstoppableChillMachine's solution](#)

**608.**

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures,

implementation, two pointers

[UnstoppableChillMachine's solution](#)

**609.**

1706C

[Qpwoeirut And The City](#) · Tutorial

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[UnstoppableChillMachine's solution](#)

**610.**

1714E

[Add Modulo 10](#) · Tutorial

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[UnstoppableChillMachine's solution](#)

**611.**

1705C

[Mark and His Unfinished Essay](#) · Tutorial

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[UnstoppableChillMachine's solution](#)

**612.**

1701C

[Schedule Management](#) · Tutorial

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[UnstoppableChillMachine's solution](#)

**613.**

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

[UnstoppableChillMachine's solution](#)

**614.**

1654C

[Alice and the Cake](#) · Tutorial

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[UnstoppableChillMachine's solution](#)

**615.**

1609C

[Complex Market Analysis](#) · Tutorial

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[UnstoppableChillMachine's solution](#)

**616.**

1559D1

[Mocha and Diana \(Easy Version\)](#) · Tutorial

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[UnstoppableChillMachine's solution](#)

**617.**

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

[UnstoppableChillMachine's solution](#)

**618.**

1526B

[I Hate 1111](#) · Tutorial

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[UnstoppableChillMachine's solution](#)

**619.**

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,612 global accepts · Rating: 1400 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[UnstoppableChillMachine's solution](#)

**620.**

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

[UnstoppableChillMachine's solution](#)

**621.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,465 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

[UnstoppableChillMachine's solution](#)

**622.**

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

[UnstoppableChillMachine's solution](#)

**623.**

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[UnstoppableChillMachine's solution](#)

**624.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,206 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

[UnstoppableChillMachine's solution](#)

**625.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[UnstoppableChillMachine's solution](#)

**626.**

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

[UnstoppableChillMachine's solution](#)

**627.**

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[UnstoppableChillMachine's solution](#)

**628.**

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

[UnstoppableChillMachine's solution](#)

**629.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: greedy, math, sortings, two pointers

[UnstoppableChillMachine's solution](#)

**630.**

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**631.**

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

[UnstoppableChillMachine's solution](#)

**632.**

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

[UnstoppableChillMachine's solution](#)

**633.**

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

[UnstoppableChillMachine's solution](#)

**634.**

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

[UnstoppableChillMachine's solution](#)

**635.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,239 global accepts · Rating: 1400 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[UnstoppableChillMachine's solution](#)

**636.**

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

[UnstoppableChillMachine's solution](#)

**637.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,594 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[UnstoppableChillMachine's solution](#)

**638.**

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[UnstoppableChillMachine's solution](#)

**639.**

1009B

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

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[UnstoppableChillMachine's solution](#)

**640.**

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[UnstoppableChillMachine's solution](#)

**641.**

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[UnstoppableChillMachine's solution](#)

**642.**

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2018-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[UnstoppableChillMachine's solution](#)

**643.**

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2018-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings

[UnstoppableChillMachine's solution](#)

**644.**

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[UnstoppableChillMachine's solution](#)

**645.**

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,465 global accepts · Rating: 1400 · first AC: 2018-05-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[UnstoppableChillMachine's solution](#)

**646.**

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2018-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, matrices

[UnstoppableChillMachine's solution](#)

**647.**

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1400 · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, strings

[UnstoppableChillMachine's solution](#)

**648.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,183 global accepts · Rating: 1400 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[UnstoppableChillMachine's solution](#)

**649.**

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,182 global accepts · Rating: 1400 · first AC: 2018-05-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[UnstoppableChillMachine's solution](#)

**650.**

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2018-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[UnstoppableChillMachine's solution](#)

**651.**

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-15 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, math

[UnstoppableChillMachine's solution](#)

**652.**

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 1400 · first AC: 2018-04-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**653.**

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[UnstoppableChillMachine's solution](#)

**654.**

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dp

[UnstoppableChillMachine's solution](#)

**655.**

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[UnstoppableChillMachine's solution](#)

**656.**

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[UnstoppableChillMachine's solution](#)

**657.**

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[UnstoppableChillMachine's solution](#)

**658.**

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**659.**

369B

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[UnstoppableChillMachine's solution](#)

**660.**

357B

[Flag Day](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1400 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**661.**

689A

[Mike and Cellphone](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**662.**

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**663.**

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[UnstoppableChillMachine's solution](#)

**664.**

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[UnstoppableChillMachine's solution](#)

**665.**

401C

[Team](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1400 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[UnstoppableChillMachine's solution](#)

**666.**

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**667.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1400 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[UnstoppableChillMachine's solution](#)

**668.**

867B

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[UnstoppableChillMachine's solution](#)

**669.**

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**670.**

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[UnstoppableChillMachine's solution](#)

**671.**

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[UnstoppableChillMachine's solution](#)

**672.**

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory  
[UnstoppableChillMachine's solution](#)

**673.**

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings  
[UnstoppableChillMachine's solution](#)

**674.**

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1400 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math  
[UnstoppableChillMachine's solution](#)

**675.**

680C

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

Rating: 1400 · first AC: 2017-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, number theory  
[UnstoppableChillMachine's solution](#)

**676.**

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2017-06-20 · GNU C++11 (first AC) · Tags: implementation, math  
[UnstoppableChillMachine's solution](#)

**677.**

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,377 global accepts · Rating: 1400 · first AC: 2017-06-18 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation  
[UnstoppableChillMachine's solution](#)

**678.**

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2017-06-11 · GNU C++11 (first AC) · Tags: dp, greedy, implementation  
[UnstoppableChillMachine's solution](#)

**679.**

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings  
[UnstoppableChillMachine's solution](#)

**680.**

799B

[T-shirt buying](#) · [Tutorial](#)

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

[UnstoppableChillMachine's solution](#)

**681.**

805D

[Minimum number of steps](#) · [Tutorial](#)

Quality: 1400 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: combinatorics

[UnstoppableChillMachine's solution](#)

**682.**

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

[UnstoppableChillMachine's solution](#)

**683.**

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2017-03-12 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[UnstoppableChillMachine's solution](#)

**684.**

748C

[Santa Claus and Robot](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1400 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[UnstoppableChillMachine's solution](#)

**685.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[UnstoppableChillMachine's solution](#)

**686.**

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[UnstoppableChillMachine's solution](#)

**687.**

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[UnstoppableChillMachine's solution](#)

**688.**

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[UnstoppableChillMachine's solution](#)

**689.**

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

[UnstoppableChillMachine's solution](#)

**690.**

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[UnstoppableChillMachine's solution](#)

**691.**

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

[UnstoppableChillMachine's solution](#)

**692.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[UnstoppableChillMachine's solution](#)

**693.**

1545A

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

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

[UnstoppableChillMachine's solution](#)

**694.**

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[UnstoppableChillMachine's solution](#)

**695.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[UnstoppableChillMachine's solution](#)

**696.**

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

[UnstoppableChillMachine's solution](#)

**697.**

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[UnstoppableChillMachine's solution](#)

**698.**

1490F

[Equalize the Array](#) · [Tutorial](#)

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[UnstoppableChillMachine's solution](#)

**699.**

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[UnstoppableChillMachine's solution](#)

**700.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[UnstoppableChillMachine's solution](#)

**701.**

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[UnstoppableChillMachine's solution](#)

**702.**

1444A

[Division](#) · [Tutorial](#)

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

**703.**

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  
[UnstoppableChillMachine's solution](#)

**704.**

1404A

[Balanced Bitstring](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[UnstoppableChillMachine's solution](#)

**705.**

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math  
[UnstoppableChillMachine's solution](#)

**706.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms  
[UnstoppableChillMachine's solution](#)

**707.**

1368B

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

Quality: 21,430 global accepts · Rating: 1500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings  
[UnstoppableChillMachine's solution](#)

**708.**

611C

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

Quality: 9,023 global accepts · Rating: 1500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: dp, implementation  
[UnstoppableChillMachine's solution](#)

**709.**

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: greedy, math  
[UnstoppableChillMachine's solution](#)

**710.**

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[UnstoppableChillMachine's solution](#)

**711.**

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[UnstoppableChillMachine's solution](#)

**712.**

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

[UnstoppableChillMachine's solution](#)

**713.**

1338A

[Powered Addition](#) · Tutorial

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[UnstoppableChillMachine's solution](#)

**714.**

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · Tutorial

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[UnstoppableChillMachine's solution](#)

**715.**

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

[UnstoppableChillMachine's solution](#)

**716.**

1264A

[Beautiful Regional Contest](#) · Tutorial

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[UnstoppableChillMachine's solution](#)

**717.**

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

[UnstoppableChillMachine's solution](#)

**718.**

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

[UnstoppableChillMachine's solution](#)

**719.**

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

[UnstoppableChillMachine's solution](#)

**720.**

1201B

[Zero Array](#) · Tutorial

Quality: 25,467 global accepts · Rating: 1500 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[UnstoppableChillMachine's solution](#)

**721.**

1196C

[Robot Breakout](#) · Tutorial

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**722.**

1196D1

[RGB Substring \(easy version\) · Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**723.**

1178D

[Prime Graph · Tutorial](#)

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

[UnstoppableChillMachine's solution](#)

**724.**

1158A

[The Party and Sweets · Tutorial](#)

Quality: 8,339 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

[UnstoppableChillMachine's solution](#)

**725.**

1119C

[Ramesses and Corner Inversion · Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[UnstoppableChillMachine's solution](#)

**726.**

1114B

[Yet Another Array Partitioning Task · Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[UnstoppableChillMachine's solution](#)

**727.**

1110C

[Meaningless Operations · Tutorial](#)

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[UnstoppableChillMachine's solution](#)

**728.**

1105C

[Ayoub and Lost Array · Tutorial](#)

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[UnstoppableChillMachine's solution](#)

**729.**

1070F

[Debate · Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[UnstoppableChillMachine's solution](#)

**730.**

1070H

[BerOS File Suggestion · Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[UnstoppableChillMachine's solution](#)

**731.**

1080C

[Masha and two friends · Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**732.**

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[UnstoppableChillMachine's solution](#)

**733.**

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[UnstoppableChillMachine's solution](#)

**734.**

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[UnstoppableChillMachine's solution](#)

**735.**

1012A

[Photo of The Sky](#) · [Tutorial](#)

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

**736.**

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[UnstoppableChillMachine's solution](#)

**737.**

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[UnstoppableChillMachine's solution](#)

**738.**

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation  
[UnstoppableChillMachine's solution](#)

**739.**

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1500 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp  
[UnstoppableChillMachine's solution](#)

**740.**

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[UnstoppableChillMachine's solution](#)

**741.**

978D

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

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2018-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[UnstoppableChillMachine's solution](#)

**742.**

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,618 global accepts · Rating: 1500 · first AC: 2018-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[UnstoppableChillMachine's solution](#)

**743.**

91B

[Queue](#) · [Tutorial](#)

Quality: 7,737 global accepts · Rating: 1500 · first AC: 2018-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[UnstoppableChillMachine's solution](#)

**744.**

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-22 · GNU C++11 (first AC) · Tags: greedy

[UnstoppableChillMachine's solution](#)

**745.**

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[UnstoppableChillMachine's solution](#)

**746.**

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,857 global accepts · Rating: 1500 · first AC: 2018-05-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[UnstoppableChillMachine's solution](#)

**747.**

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: dp

[UnstoppableChillMachine's solution](#)

**748.**

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[UnstoppableChillMachine's solution](#)

**749.**

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[UnstoppableChillMachine's solution](#)

**750.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2018-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[UnstoppableChillMachine's solution](#)

**751.**

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2018-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[UnstoppableChillMachine's solution](#)

**752.**

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,394 global accepts · Rating: 1500 · first AC: 2018-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[UnstoppableChillMachine's solution](#)

**753.**

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-15 · last AC: 2018-04-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**754.**

926G

[Large Bouquets](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 1500 · first AC: 2018-03-17 · Mono C# (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**755.**

944C

[Peculiar apple-tree](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[UnstoppableChillMachine's solution](#)

**756.**

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[UnstoppableChillMachine's solution](#)

**757.**

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[UnstoppableChillMachine's solution](#)

**758.**

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 1500 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**759.**

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**760.**

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[UnstoppableChillMachine's solution](#)

**761.**

501C

[Misha and Forest](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1500 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings, trees

[UnstoppableChillMachine's solution](#)

**762.**

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[UnstoppableChillMachine's solution](#)

**763.**

409H

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

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: \*special, brute force, constructive

algorithms, dsu, implementation

[UnstoppableChillMachine's solution](#)

**764.**

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[UnstoppableChillMachine's solution](#)

**765.**

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[UnstoppableChillMachine's solution](#)

**766.**

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**767.**

891A

[Pride](#) · [Tutorial](#)

Quality: 14,280 global accepts · Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[UnstoppableChillMachine's solution](#)

**768.**

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[UnstoppableChillMachine's solution](#)

**769.**

268C

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

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**770.**

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math

[UnstoppableChillMachine's solution](#)

**771.**

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[UnstoppableChillMachine's solution](#)

**772.**

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[UnstoppableChillMachine's solution](#)

**773.**

876D

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

Rating: 1500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, trees, two pointers

[UnstoppableChillMachine's solution](#)

**774.**

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[UnstoppableChillMachine's solution](#)

**775.**

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 1500 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[UnstoppableChillMachine's solution](#)

**776.**

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[UnstoppableChillMachine's solution](#)

**777.**

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[UnstoppableChillMachine's solution](#)

**778.**

858C

[Did you mean...](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1500 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[UnstoppableChillMachine's solution](#)

**779.**

858B

[Which floor?](#) · [Tutorial](#)

Quality: 4,106 global accepts · Rating: 1500 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[UnstoppableChillMachine's solution](#)

**780.**

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

[UnstoppableChillMachine's solution](#)

**781.**

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[UnstoppableChillMachine's solution](#)

**782.**

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[UnstoppableChillMachine's solution](#)

**783.**

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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**784.**

854C

[Planning](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: —

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**785.**

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2017-08-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[UnstoppableChillMachine's solution](#)

**786.**

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2017-06-26 · GNU C++11 (first AC) · Tags: data structures, greedy, trees

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**787.**

688C

[NP-Hard Problem](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-06-24 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[UnstoppableChillMachine's solution](#)

**788.**

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2017-06-20 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[UnstoppableChillMachine's solution](#)

**789.**

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-15 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, sortings

[UnstoppableChillMachine's solution](#)

**790.**

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: binary search, sortings

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**791.**

810C

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Rating: 1500 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[UnstoppableChillMachine's solution](#)

**792.**

743C

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

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2017-05-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[UnstoppableChillMachine's solution](#)

**793.**

771B

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

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

[UnstoppableChillMachine's solution](#)

**794.**

771A

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

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

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**795.**

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,936 global accepts · Rating: 1500 · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: \*special, dfs and similar, graphs, implementation

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**796.**

761C

[Dasha and Password](#) · [Tutorial](#)

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-02-21 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[UnstoppableChillMachine's solution](#)

**797.**

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, greedy

[UnstoppableChillMachine's solution](#)

**798.**

748B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1500 · first AC: 2016-12-26 · GNU C++11 (first AC) · Tags: implementation, strings

[UnstoppableChillMachine's solution](#)

**799.**

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers

[UnstoppableChillMachine's solution](#)

**800.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-07 · last AC: 2024-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**801.**

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[UnstoppableChillMachine's solution](#)

**802.**

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,203 global accepts · Rating: 1600 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[UnstoppableChillMachine's solution](#)

**803.**

1920C

[Partitioning the Array](#) · [Tutorial](#)

Quality: 19,920 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[UnstoppableChillMachine's solution](#)

**804.**

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[UnstoppableChillMachine's solution](#)

**805.**

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dp

[UnstoppableChillMachine's solution](#)

**806.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[UnstoppableChillMachine's solution](#)

**807.**

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings  
[UnstoppableChillMachine's solution](#)

**808.**

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[UnstoppableChillMachine's solution](#)

**809.**

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math  
[UnstoppableChillMachine's solution](#)

**810.**

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[UnstoppableChillMachine's solution](#)

**811.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math  
[UnstoppableChillMachine's solution](#)

**812.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees  
[UnstoppableChillMachine's solution](#)

**813.**

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  
[UnstoppableChillMachine's solution](#)

**814.**

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[UnstoppableChillMachine's solution](#)

**815.**

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math  
[UnstoppableChillMachine's solution](#)

**816.**

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

[UnstoppableChillMachine's solution](#)

**817.**

1526C2

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

Quality: 29,736 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[UnstoppableChillMachine's solution](#)

**818.**

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 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

[UnstoppableChillMachine's solution](#)

**819.**

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,978 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math

[UnstoppableChillMachine's solution](#)

**820.**

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,393 global accepts · Rating: 1600 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[UnstoppableChillMachine's solution](#)

**821.**

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

[UnstoppableChillMachine's solution](#)

**822.**

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[UnstoppableChillMachine's solution](#)

**823.**

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[UnstoppableChillMachine's solution](#)

**824.**

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[UnstoppableChillMachine's solution](#)

**825.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,635 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[UnstoppableChillMachine's solution](#)

**826.**

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  
[UnstoppableChillMachine's solution](#)

**827.**

1336A

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

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[UnstoppableChillMachine's solution](#)

**828.**

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**829.**

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[UnstoppableChillMachine's solution](#)

**830.**

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

[UnstoppableChillMachine's solution](#)

**831.**

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[UnstoppableChillMachine's solution](#)

**832.**

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[UnstoppableChillMachine's solution](#)

**833.**

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

[UnstoppableChillMachine's solution](#)

**834.**

1261B1

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

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[UnstoppableChillMachine's solution](#)

**835.**

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[UnstoppableChillMachine's solution](#)

**836.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data

structures, sortings

[UnstoppableChillMachine's solution](#)

**837.**

1198A

[MP3](#) · [Tutorial](#)

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

[UnstoppableChillMachine's solution](#)

**838.**

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[UnstoppableChillMachine's solution](#)

**839.**

1148B

[Born This Way](#) · [Tutorial](#)

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

[UnstoppableChillMachine's solution](#)

**840.**

1112B

[System Testing](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**841.**

1098A

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Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[UnstoppableChillMachine's solution](#)

**842.**

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[UnstoppableChillMachine's solution](#)

**843.**

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**844.**

1086A

[Connect Three](#) · [Tutorial](#)

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

[UnstoppableChillMachine's solution](#)

**845.**

32D

[Constellation](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 1600 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**846.**

234D

[Cinema](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: 1600 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**847.**

272D

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

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings  
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**848.**

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
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**849.**

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[UnstoppableChillMachine's solution](#)

**850.**

1056D

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

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees  
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**851.**

1056B

[Divide Candies](#) · [Tutorial](#)

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

**852.**

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[UnstoppableChillMachine's solution](#)

**853.**

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings  
[UnstoppableChillMachine's solution](#)

**854.**

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games  
[UnstoppableChillMachine's solution](#)

**855.**

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers  
[UnstoppableChillMachine's solution](#)

**856.**

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[UnstoppableChillMachine's solution](#)

**857.**

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures,

greedy, two pointers

[UnstoppableChillMachine's solution](#)

**858.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

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

[UnstoppableChillMachine's solution](#)

**859.**

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[UnstoppableChillMachine's solution](#)

**860.**

1003D

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

Quality: 8,560 global accepts · Rating: 1600 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[UnstoppableChillMachine's solution](#)

**861.**

993A

[Two Squares](#) · [Tutorial](#)

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

[UnstoppableChillMachine's solution](#)

**862.**

447C

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

Rating: 1600 · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: dp

[UnstoppableChillMachine's solution](#)

**863.**

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1600 · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math

[UnstoppableChillMachine's solution](#)

**864.**

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2018-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[UnstoppableChillMachine's solution](#)

**865.**

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[UnstoppableChillMachine's solution](#)

**866.**

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2018-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[UnstoppableChillMachine's solution](#)

**867.**

375B

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

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, sortings

[UnstoppableChillMachine's solution](#)

**868.**

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[UnstoppableChillMachine's solution](#)

**869.**

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2018-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[UnstoppableChillMachine's solution](#)

**870.**

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[UnstoppableChillMachine's solution](#)

**871.**

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[UnstoppableChillMachine's solution](#)

**872.**

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[UnstoppableChillMachine's solution](#)

**873.**

924B

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

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[UnstoppableChillMachine's solution](#)

**874.**

926D

[Choose Place](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 1600 · first AC: 2018-03-17 · GNU C11 (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**875.**

944D

[Game with String](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**876.**

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[UnstoppableChillMachine's solution](#)

**877.**

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[UnstoppableChillMachine's solution](#)

**878.**

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[UnstoppableChillMachine's solution](#)

**879.**

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[UnstoppableChillMachine's solution](#)

**880.**

715A

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

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[UnstoppableChillMachine's solution](#)

**881.**

906A

[Shockers](#) · [Tutorial](#)

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

[UnstoppableChillMachine's solution](#)

**882.**

283A

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

Quality: 6,873 global accepts · Rating: 1600 · first AC: 2017-12-16 · last AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation

[UnstoppableChillMachine's solution](#)

**883.**

639B

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

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, trees

[UnstoppableChillMachine's solution](#)

**884.**

605A

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

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[UnstoppableChillMachine's solution](#)

**885.**

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[UnstoppableChillMachine's solution](#)

**886.**

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[UnstoppableChillMachine's solution](#)

**887.**

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[UnstoppableChillMachine's solution](#)

**888.**

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation

[UnstoppableChillMachine's solution](#)

**889.**

879C

[Short Program](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graph matchings

[UnstoppableChillMachine's solution](#)

**890.**

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[UnstoppableChillMachine's solution](#)

**891.**

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[UnstoppableChillMachine's solution](#)

**892.**

858D

[Polycarp's phone book](#) · [Tutorial](#)

Quality: 4,183 global accepts · Rating: 1600 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[UnstoppableChillMachine's solution](#)

**893.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2017-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[UnstoppableChillMachine's solution](#)

**894.**

831E

[Cards Sorting](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[UnstoppableChillMachine's solution](#)

**895.**

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[UnstoppableChillMachine's solution](#)

**896.**

845B

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

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[UnstoppableChillMachine's solution](#)

**897.**

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[UnstoppableChillMachine's solution](#)

**898.**

849C

[From Y to Y](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[UnstoppableChillMachine's solution](#)

**899.**

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1600 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: dp, implementation

[UnstoppableChillMachine's solution](#)

**900.**

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: implementation, strings

[UnstoppableChillMachine's solution](#)

**901.**

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2017-06-25 · GNU C++ (first AC) · Tags: greedy, math

[UnstoppableChillMachine's solution](#)

**902.**

682C

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

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2017-06-23 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[UnstoppableChillMachine's solution](#)

**903.**

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,826 global accepts · Rating: 1600 · first AC: 2017-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[UnstoppableChillMachine's solution](#)

**904.**

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2017-06-15 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math

[UnstoppableChillMachine's solution](#)

**905.**

760D

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-06-09 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[UnstoppableChillMachine's solution](#)

**906.**

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1600 · first AC: 2017-06-08 · GNU C++11 (first AC) · Tags: brute force, dp, strings, two pointers

[UnstoppableChillMachine's solution](#)

**907.**

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[UnstoppableChillMachine's solution](#)

**908.**

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2017-05-30 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers

[UnstoppableChillMachine's solution](#)

**909.**

781A

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

Rating: 1600 · first AC: 2017-05-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[UnstoppableChillMachine's solution](#)

**910.**

793B

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

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[UnstoppableChillMachine's solution](#)

**911.**

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2017-03-08 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[UnstoppableChillMachine's solution](#)

**912.**

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-08 · GNU C++11 (first AC) · Tags: binary search, ternary search

[UnstoppableChillMachine's solution](#)

**913.**

731C

[Socks](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2017-03-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[UnstoppableChillMachine's solution](#)

**914.**

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[UnstoppableChillMachine's solution](#)

**915.**

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-21 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[UnstoppableChillMachine's solution](#)

**916.**

764C

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

Rating: 1600 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees

[UnstoppableChillMachine's solution](#)

**917.**

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[UnstoppableChillMachine's solution](#)

**918.**

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2024-02-04 · last AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[UnstoppableChillMachine's solution](#)

**919.**

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

[UnstoppableChillMachine's solution](#)

**920.**

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[UnstoppableChillMachine's solution](#)

**921.**

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,009 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[UnstoppableChillMachine's solution](#)

**922.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[UnstoppableChillMachine's solution](#)

**923.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[UnstoppableChillMachine's solution](#)

**924.**

1879D

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

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[UnstoppableChillMachine's solution](#)

**925.**

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[UnstoppableChillMachine's solution](#)

**926.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[UnstoppableChillMachine's solution](#)

**927.**

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[UnstoppableChillMachine's solution](#)

**928.**

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[UnstoppableChillMachine's solution](#)

**929.**

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[UnstoppableChillMachine's solution](#)

**930.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[UnstoppableChillMachine's solution](#)

**931.**

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

[UnstoppableChillMachine's solution](#)

**932.**

1586C

[Omkar and Determination](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[UnstoppableChillMachine's solution](#)

**933.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[UnstoppableChillMachine's solution](#)

**934.**

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

[UnstoppableChillMachine's solution](#)

**935.**

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[UnstoppableChillMachine's solution](#)

**936.**

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

[UnstoppableChillMachine's solution](#)

**937.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[UnstoppableChillMachine's solution](#)

**938.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[UnstoppableChillMachine's solution](#)

**939.**

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, sortings

[UnstoppableChillMachine's solution](#)

**940.**

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

[UnstoppableChillMachine's solution](#)

**941.**

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[UnstoppableChillMachine's solution](#)

**942.**

1472E

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

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[UnstoppableChillMachine's solution](#)

**943.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings

[UnstoppableChillMachine's solution](#)

**944.**

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[UnstoppableChillMachine's solution](#)

**945.**

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[UnstoppableChillMachine's solution](#)

**946.**

1434B

[Shurikens](#) · [Tutorial](#)

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

[UnstoppableChillMachine's solution](#)

**947.**

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[UnstoppableChillMachine's solution](#)

**948.**

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[UnstoppableChillMachine's solution](#)

**949.**

1368D

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

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[UnstoppableChillMachine's solution](#)

**950.**

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

[UnstoppableChillMachine's solution](#)

**951.**

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

[UnstoppableChillMachine's solution](#)

**952.**

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[UnstoppableChillMachine's solution](#)

**953.**

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[UnstoppableChillMachine's solution](#)

**954.**

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · last AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[UnstoppableChillMachine's solution](#)

**955.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[UnstoppableChillMachine's solution](#)

**956.**

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[UnstoppableChillMachine's solution](#)

**957.**

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[UnstoppableChillMachine's solution](#)

**958.**

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

[UnstoppableChillMachine's solution](#)

**959.**

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

[UnstoppableChillMachine's solution](#)

**960.**

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

[UnstoppableChillMachine's solution](#)

**961.**

1202B

[You Are Given a Decimal String... · Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths  
[UnstoppableChillMachine's solution](#)

**962.**

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  
[UnstoppableChillMachine's solution](#)

**963.**

1168A

[Increasing by Modulo · Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[UnstoppableChillMachine's solution](#)

**964.**

1129A1

[Toy Train \(Simplified\) · Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[UnstoppableChillMachine's solution](#)

**965.**

1118E

[Yet Another Ball Problem · Tutorial](#)

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[UnstoppableChillMachine's solution](#)

**966.**

1131F

[Asya And Kittens · Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu  
[UnstoppableChillMachine's solution](#)

**967.**

1114C

[Trailing Loves \(or L'oeufs?\) · Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory  
[UnstoppableChillMachine's solution](#)

**968.**

1086B

[Minimum Diameter Tree · Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees  
[UnstoppableChillMachine's solution](#)

**969.**

191B

[Demonstration · Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2018-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[UnstoppableChillMachine's solution](#)

**970.**

101B

[Buses · Tutorial](#)

Quality: 3,194 global accepts · Rating: 1700 · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp  
[UnstoppableChillMachine's solution](#)

**971.**

35D

[Animals · Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[UnstoppableChillMachine's solution](#)

**972.**

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[UnstoppableChillMachine's solution](#)

**973.**

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[UnstoppableChillMachine's solution](#)

**974.**

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 1700 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[UnstoppableChillMachine's solution](#)

**975.**

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[UnstoppableChillMachine's solution](#)

**976.**

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[UnstoppableChillMachine's solution](#)

**977.**

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[UnstoppableChillMachine's solution](#)

**978.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[UnstoppableChillMachine's solution](#)

**979.**

1019A

[Elections](#) · [Tutorial](#)

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

[UnstoppableChillMachine's solution](#)

**980.**

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[UnstoppableChillMachine's solution](#)

**981.**

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[UnstoppableChillMachine's solution](#)

**982.**

1015E1

[Stars Drawing \(Easy Edition\) · Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[UnstoppableChillMachine's solution](#)

**983.**

1000C

[Covered Points Count · Tutorial](#)

Quality: 8,438 global accepts · Rating: 1700 · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[UnstoppableChillMachine's solution](#)

**984.**

990D

[Graph And Its Complement · Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[UnstoppableChillMachine's solution](#)

**985.**

229B

[Planets · Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2018-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[UnstoppableChillMachine's solution](#)

**986.**

977F

[Consecutive Subsequence · Tutorial](#)

Quality: 25,131 global accepts · Rating: 1700 · first AC: 2018-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[UnstoppableChillMachine's solution](#)

**987.**

283B

[Cow Program · Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2018-05-21 · last AC: 2018-05-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs

[UnstoppableChillMachine's solution](#)

**988.**

269B

[Greenhouse Effect · Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: dp

[UnstoppableChillMachine's solution](#)

**989.**

466C

[Number of Ways · Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2018-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[UnstoppableChillMachine's solution](#)

**990.**

296D

[Greg and Graph · Tutorial](#)

Rating: 1700 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[UnstoppableChillMachine's solution](#)

**991.**

978G

[Petya's Exams · Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[UnstoppableChillMachine's solution](#)

**992.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,768 global accepts · Rating: 1700 · first AC: 2018-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[UnstoppableChillMachine's solution](#)

**993.**

276D

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

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[UnstoppableChillMachine's solution](#)

**994.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,478 global accepts · Rating: 1700 · first AC: 2018-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[UnstoppableChillMachine's solution](#)

**995.**

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[UnstoppableChillMachine's solution](#)

**996.**

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[UnstoppableChillMachine's solution](#)

**997.**

339D

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

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2018-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[UnstoppableChillMachine's solution](#)

**998.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2018-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[UnstoppableChillMachine's solution](#)

**999.**

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[UnstoppableChillMachine's solution](#)

**1000.**

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[UnstoppableChillMachine's solution](#)

**1001.**

926I

[A Vital Problem](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 1700 · first AC: 2018-03-17 · Go (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1002.**

926C

[Is This a Zebra? · Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2018-03-17 · Delphi (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**1003.**

944B

[Laboratory Work · Tutorial](#)

Rating: 1700 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**1004.**

915C

[Permute Digits · Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[UnstoppableChillMachine's solution](#)

**1005.**

493D

[Vasya and Chess · Tutorial](#)

Quality: 10,202 global accepts · Rating: 1700 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math

[UnstoppableChillMachine's solution](#)

**1006.**

584C

[Marina and Vasya · Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[UnstoppableChillMachine's solution](#)

**1007.**

339C

[Xenia and Weights · Tutorial](#)

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[UnstoppableChillMachine's solution](#)

**1008.**

582A

[GCD Table · Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[UnstoppableChillMachine's solution](#)

**1009.**

900C

[Remove Extra One · Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[UnstoppableChillMachine's solution](#)

**1010.**

897C

[Nephren gives a riddle · Tutorial](#)

Rating: 1700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math

[UnstoppableChillMachine's solution](#)

**1011.**

895B

[XK Segments · Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[UnstoppableChillMachine's solution](#)

**1012.**

546D

[Soldier and Number Game · Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[UnstoppableChillMachine's solution](#)

### 1013.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1700 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[UnstoppableChillMachine's solution](#)

### 1014.

740C

[Alyona and mex](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[UnstoppableChillMachine's solution](#)

### 1015.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[UnstoppableChillMachine's solution](#)

### 1016.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[UnstoppableChillMachine's solution](#)

### 1017.

851C

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

Rating: 1700 · first AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[UnstoppableChillMachine's solution](#)

### 1018.

833A

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

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-08-01 · GNU C++11 (first AC) · Tags: math, number theory

[UnstoppableChillMachine's solution](#)

### 1019.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[UnstoppableChillMachine's solution](#)

### 1020.

686C

[Robbers' watch](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-06-24 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math

[UnstoppableChillMachine's solution](#)

### 1021.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2017-06-19 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[UnstoppableChillMachine's solution](#)

### 1022.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-06-18 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[UnstoppableChillMachine's solution](#)

### 1023.

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1700 · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[UnstoppableChillMachine's solution](#)

### 1024.

729C

[Road to Cinema](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 1700 · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings  
[UnstoppableChillMachine's solution](#)

### 1025.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,842 global accepts · Rating: 1700 · first AC: 2017-06-12 · GNU C++11 (first AC) · Tags: data structures, greedy, strings  
[UnstoppableChillMachine's solution](#)

### 1026.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,142 global accepts · Rating: 1700 · first AC: 2017-06-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs  
[UnstoppableChillMachine's solution](#)

### 1027.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2017-06-03 · GNU C++11 (first AC) · Tags: implementation  
[UnstoppableChillMachine's solution](#)

### 1028.

769D

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

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-05-18 · GNU C++11 (first AC) · Tags: \*special, bitmasks, brute force, meet-in-the-middle  
[UnstoppableChillMachine's solution](#)

### 1029.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-05-18 · GNU C++11 (first AC) · Tags: \*special, dfs and similar, graphs, greedy, shortest paths  
[UnstoppableChillMachine's solution](#)

### 1030.

807C

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, math  
[UnstoppableChillMachine's solution](#)

### 1031.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-24 · GNU C++11 (first AC) · Tags: dp, greedy, number theory  
[UnstoppableChillMachine's solution](#)

### 1032.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings  
[UnstoppableChillMachine's solution](#)

### 1033.

760C

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

Rating: 1700 · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[UnstoppableChillMachine's solution](#)

**1034.**

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · last AC: 2025-02-04 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[UnstoppableChillMachine's solution](#)

**1035.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[UnstoppableChillMachine's solution](#)

**1036.**

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[UnstoppableChillMachine's solution](#)

**1037.**

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[UnstoppableChillMachine's solution](#)

**1038.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[UnstoppableChillMachine's solution](#)

**1039.**

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[UnstoppableChillMachine's solution](#)

**1040.**

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[UnstoppableChillMachine's solution](#)

**1041.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[UnstoppableChillMachine's solution](#)

**1042.**

1705D

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[UnstoppableChillMachine's solution](#)

**1043.**

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

[UnstoppableChillMachine's solution](#)

**1044.**

1582F1

[Korney Korneevich and XOR \(easy version\) · Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy  
[UnstoppableChillMachine's solution](#)

**1045.**

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math  
[UnstoppableChillMachine's solution](#)

**1046.**

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  
[UnstoppableChillMachine's solution](#)

**1047.**

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  
[UnstoppableChillMachine's solution](#)

**1048.**

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  
[UnstoppableChillMachine's solution](#)

**1049.**

1525D

[Armchairs · Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy  
[UnstoppableChillMachine's solution](#)

**1050.**

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  
[UnstoppableChillMachine's solution](#)

**1051.**

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  
[UnstoppableChillMachine's solution](#)

**1052.**

1500A

[Going Home · Tutorial](#)

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

**1053.**

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  
[UnstoppableChillMachine's solution](#)

**1054.**

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

[UnstoppableChillMachine's solution](#)

**1055.**

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[UnstoppableChillMachine's solution](#)

**1056.**

1450D

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

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

[UnstoppableChillMachine's solution](#)

**1057.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[UnstoppableChillMachine's solution](#)

**1058.**

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[UnstoppableChillMachine's solution](#)

**1059.**

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[UnstoppableChillMachine's solution](#)

**1060.**

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[UnstoppableChillMachine's solution](#)

**1061.**

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[UnstoppableChillMachine's solution](#)

**1062.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[UnstoppableChillMachine's solution](#)

**1063.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,757 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[UnstoppableChillMachine's solution](#)

**1064.**

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[UnstoppableChillMachine's solution](#)

**1065.**

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[UnstoppableChillMachine's solution](#)

**1066.**

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

[UnstoppableChillMachine's solution](#)

**1067.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,218 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[UnstoppableChillMachine's solution](#)

**1068.**

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 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

[UnstoppableChillMachine's solution](#)

**1069.**

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

[UnstoppableChillMachine's solution](#)

**1070.**

1261B2

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

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[UnstoppableChillMachine's solution](#)

**1071.**

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[UnstoppableChillMachine's solution](#)

**1072.**

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

[UnstoppableChillMachine's solution](#)

**1073.**

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**1074.**

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

[UnstoppableChillMachine's solution](#)

**1075.**

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[UnstoppableChillMachine's solution](#)

**1076.**

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[UnstoppableChillMachine's solution](#)

**1077.**

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,201 global accepts · Rating: 1800 · first AC: 2018-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[UnstoppableChillMachine's solution](#)

**1078.**

87B

[Vasya and Types](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 1800 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[UnstoppableChillMachine's solution](#)

**1079.**

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[UnstoppableChillMachine's solution](#)

**1080.**

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: math, ternary search

[UnstoppableChillMachine's solution](#)

**1081.**

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[UnstoppableChillMachine's solution](#)

**1082.**

251B

[Playing with Permutations](#) · [Tutorial](#)

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[UnstoppableChillMachine's solution](#)

**1083.**

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[UnstoppableChillMachine's solution](#)

**1084.**

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[UnstoppableChillMachine's solution](#)

**1085.**

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2018-12-10 · last AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[UnstoppableChillMachine's solution](#)

**1086.**

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[UnstoppableChillMachine's solution](#)

**1087.**

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[UnstoppableChillMachine's solution](#)

**1088.**

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[UnstoppableChillMachine's solution](#)

**1089.**

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[UnstoppableChillMachine's solution](#)

**1090.**

1030D

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

Quality: 6,254 global accepts · Rating: 1800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory

[UnstoppableChillMachine's solution](#)

**1091.**

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math

[UnstoppableChillMachine's solution](#)

**1092.**

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[UnstoppableChillMachine's solution](#)

**1093.**

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[UnstoppableChillMachine's solution](#)

**1094.**

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[UnstoppableChillMachine's solution](#)

**1095.**

220B

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

Quality: 12,885 global accepts · Rating: 1800 · first AC: 2018-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[UnstoppableChillMachine's solution](#)

**1096.**

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1800 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[UnstoppableChillMachine's solution](#)

**1097.**

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[UnstoppableChillMachine's solution](#)

**1098.**

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[UnstoppableChillMachine's solution](#)

**1099.**

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[UnstoppableChillMachine's solution](#)

**1100.**

80D

[Falling Anvils](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-06-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, probabilities

[UnstoppableChillMachine's solution](#)

**1101.**

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2018-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings

[UnstoppableChillMachine's solution](#)

**1102.**

459D

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

Quality: 12,809 global accepts · Rating: 1800 · first AC: 2018-06-04 · last AC: 2018-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[UnstoppableChillMachine's solution](#)

**1103.**

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2018-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[UnstoppableChillMachine's solution](#)

**1104.**

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2018-05-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[UnstoppableChillMachine's solution](#)

**1105.**

443D

[Andrey and Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-22 · GNU C++11 (first AC) · Tags: dp, greedy, math, probabilities, sortings

[UnstoppableChillMachine's solution](#)

**1106.**

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,013 global accepts · Rating: 1800 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: data structures, strings

[UnstoppableChillMachine's solution](#)

**1107.**

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[UnstoppableChillMachine's solution](#)

**1108.**

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[UnstoppableChillMachine's solution](#)

**1109.**

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[UnstoppableChillMachine's solution](#)

**1110.**

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[UnstoppableChillMachine's solution](#)

**1111.**

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2018-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[UnstoppableChillMachine's solution](#)

**1112.**

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[UnstoppableChillMachine's solution](#)

**1113.**

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[UnstoppableChillMachine's solution](#)

**1114.**

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[UnstoppableChillMachine's solution](#)

**1115.**

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[UnstoppableChillMachine's solution](#)

**1116.**

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[UnstoppableChillMachine's solution](#)

**1117.**

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[UnstoppableChillMachine's solution](#)

**1118.**

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[UnstoppableChillMachine's solution](#)

**1119.**

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory  
[UnstoppableChillMachine's solution](#)

**1120.**

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle  
[UnstoppableChillMachine's solution](#)

**1121.**

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[UnstoppableChillMachine's solution](#)

**1122.**

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math  
[UnstoppableChillMachine's solution](#)

**1123.**

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,118 global accepts · Rating: 1800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, trees  
[UnstoppableChillMachine's solution](#)

**1124.**

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[UnstoppableChillMachine's solution](#)

**1125.**

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp  
[UnstoppableChillMachine's solution](#)

**1126.**

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[UnstoppableChillMachine's solution](#)

**1127.**

854D

[Jury Meeting](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[UnstoppableChillMachine's solution](#)

### 1128.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[UnstoppableChillMachine's solution](#)

### 1129.

831D

[Office Keys](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy

[UnstoppableChillMachine's solution](#)

### 1130.

768C

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

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-06-12 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings

[UnstoppableChillMachine's solution](#)

### 1131.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 4,989 global accepts · Rating: 1800 · first AC: 2017-06-10 · last AC: 2017-06-10 · GNU C++11 (first AC) · Tags: binary search, math

[UnstoppableChillMachine's solution](#)

### 1132.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-06-05 · GNU C++11 (first AC) · Tags: brute force, math

[UnstoppableChillMachine's solution](#)

### 1133.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,478 global accepts · Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: geometry

[UnstoppableChillMachine's solution](#)

### 1134.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, strings

[UnstoppableChillMachine's solution](#)

### 1135.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graph matchings, graphs

[UnstoppableChillMachine's solution](#)

### 1136.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[UnstoppableChillMachine's solution](#)

### 1137.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-07 · last AC: 2024-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1138.**

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2024-02-04 · last AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[UnstoppableChillMachine's solution](#)

**1139.**

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[UnstoppableChillMachine's solution](#)

**1140.**

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[UnstoppableChillMachine's solution](#)

**1141.**

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,635 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[UnstoppableChillMachine's solution](#)

**1142.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[UnstoppableChillMachine's solution](#)

**1143.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[UnstoppableChillMachine's solution](#)

**1144.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[UnstoppableChillMachine's solution](#)

**1145.**

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,388 global accepts · Rating: 1900 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[UnstoppableChillMachine's solution](#)

**1146.**

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[UnstoppableChillMachine's solution](#)

**1147.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[UnstoppableChillMachine's solution](#)

**1148.**

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[UnstoppableChillMachine's solution](#)

**1149.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy  
[UnstoppableChillMachine's solution](#)

**1150.**

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[UnstoppableChillMachine's solution](#)

**1151.**

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees  
[UnstoppableChillMachine's solution](#)

**1152.**

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees  
[UnstoppableChillMachine's solution](#)

**1153.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers  
[UnstoppableChillMachine's solution](#)

**1154.**

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[UnstoppableChillMachine's solution](#)

**1155.**

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games  
[UnstoppableChillMachine's solution](#)

**1156.**

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy  
[UnstoppableChillMachine's solution](#)

**1157.**

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  
[UnstoppableChillMachine's solution](#)

**1158.**

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[UnstoppableChillMachine's solution](#)

**1159.**

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math

[UnstoppableChillMachine's solution](#)

**1160.**

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

[UnstoppableChillMachine's solution](#)

**1161.**

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

[UnstoppableChillMachine's solution](#)

**1162.**

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[UnstoppableChillMachine's solution](#)

**1163.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, sortings

[UnstoppableChillMachine's solution](#)

**1164.**

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[UnstoppableChillMachine's solution](#)

**1165.**

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

[UnstoppableChillMachine's solution](#)

**1166.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,775 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[UnstoppableChillMachine's solution](#)

**1167.**

1434A

[Perform Easily](#) · [Tutorial](#)

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

[UnstoppableChillMachine's solution](#)

**1168.**

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[UnstoppableChillMachine's solution](#)

**1169.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[UnstoppableChillMachine's solution](#)

**1170.**

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

[UnstoppableChillMachine's solution](#)

**1171.**

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[UnstoppableChillMachine's solution](#)

**1172.**

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,229 global accepts · Rating: 1900 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, math, trees

[UnstoppableChillMachine's solution](#)

**1173.**

1361B

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

Quality: 3,859 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[UnstoppableChillMachine's solution](#)

**1174.**

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[UnstoppableChillMachine's solution](#)

**1175.**

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[UnstoppableChillMachine's solution](#)

**1176.**

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[UnstoppableChillMachine's solution](#)

**1177.**

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[UnstoppableChillMachine's solution](#)

**1178.**

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[UnstoppableChillMachine's solution](#)

**1179.**

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[UnstoppableChillMachine's solution](#)

**1180.**

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[UnstoppableChillMachine's solution](#)

**1181.**

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[UnstoppableChillMachine's solution](#)

**1182.**

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[UnstoppableChillMachine's solution](#)

**1183.**

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[UnstoppableChillMachine's solution](#)

**1184.**

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[UnstoppableChillMachine's solution](#)

**1185.**

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

[UnstoppableChillMachine's solution](#)

**1186.**

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[UnstoppableChillMachine's solution](#)

**1187.**

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

[UnstoppableChillMachine's solution](#)

**1188.**

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

[UnstoppableChillMachine's solution](#)

**1189.**

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

[UnstoppableChillMachine's solution](#)

**1190.**

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

[UnstoppableChillMachine's solution](#)

**1191.**

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

[UnstoppableChillMachine's solution](#)

**1192.**

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[UnstoppableChillMachine's solution](#)

**1193.**

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[UnstoppableChillMachine's solution](#)

**1194.**

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

[UnstoppableChillMachine's solution](#)

**1195.**

93B

[End of Exams](#) · [Tutorial](#)

Quality: 988 global accepts · Rating: 1900 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[UnstoppableChillMachine's solution](#)

**1196.**

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · last AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[UnstoppableChillMachine's solution](#)

**1197.**

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[UnstoppableChillMachine's solution](#)

**1198.**

1112C

[Diana and Liana](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[UnstoppableChillMachine's solution](#)

**1199.**

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[UnstoppableChillMachine's solution](#)

**1200.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[UnstoppableChillMachine's solution](#)

**1201.**

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[UnstoppableChillMachine's solution](#)

**1202.**

1095F

[Make It Connected](#) · [Tutorial](#)

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[UnstoppableChillMachine's solution](#)

**1203.**

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**1204.**

103C

[Russian Roulette](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 1900 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[UnstoppableChillMachine's solution](#)

**1205.**

437D

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

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2018-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dsu, sortings

[UnstoppableChillMachine's solution](#)

**1206.**

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[UnstoppableChillMachine's solution](#)

**1207.**

195D

[Analyzing Polyline](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 1900 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, sortings

[UnstoppableChillMachine's solution](#)

**1208.**

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[UnstoppableChillMachine's solution](#)

**1209.**

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[UnstoppableChillMachine's solution](#)

**1210.**

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp  
[UnstoppableChillMachine's solution](#)

**1211.**

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers  
[UnstoppableChillMachine's solution](#)

**1212.**

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[UnstoppableChillMachine's solution](#)

**1213.**

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[UnstoppableChillMachine's solution](#)

**1214.**

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1900 · first AC: 2018-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees  
[UnstoppableChillMachine's solution](#)

**1215.**

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive, trees  
[UnstoppableChillMachine's solution](#)

**1216.**

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing  
[UnstoppableChillMachine's solution](#)

**1217.**

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy  
[UnstoppableChillMachine's solution](#)

**1218.**

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures  
[UnstoppableChillMachine's solution](#)

**1219.**

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy  
[UnstoppableChillMachine's solution](#)

**1220.**

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[UnstoppableChillMachine's solution](#)

### 1221.

1012C

[Hills](#) · [Tutorial](#)

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

[UnstoppableChillMachine's solution](#)

### 1222.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[UnstoppableChillMachine's solution](#)

### 1223.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,044 global accepts · Rating: 1900 · first AC: 2018-06-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[UnstoppableChillMachine's solution](#)

### 1224.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[UnstoppableChillMachine's solution](#)

### 1225.

320D

[Psychos in a Line](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[UnstoppableChillMachine's solution](#)

### 1226.

112D

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

Rating: 1900 · first AC: 2018-06-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[UnstoppableChillMachine's solution](#)

### 1227.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[UnstoppableChillMachine's solution](#)

### 1228.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2018-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy

[UnstoppableChillMachine's solution](#)

### 1229.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[UnstoppableChillMachine's solution](#)

### 1230.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-20 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, trees

[UnstoppableChillMachine's solution](#)

**1231.**

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, two pointers  
[UnstoppableChillMachine's solution](#)

**1232.**

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, two pointers  
[UnstoppableChillMachine's solution](#)

**1233.**

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2018-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[UnstoppableChillMachine's solution](#)

**1234.**

344E

[Read Time](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers  
[UnstoppableChillMachine's solution](#)

**1235.**

926E

[Merge Equal Elements](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 1900 · first AC: 2018-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures  
[UnstoppableChillMachine's solution](#)

**1236.**

944E

[Teodor is not a liar!](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp  
[UnstoppableChillMachine's solution](#)

**1237.**

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: \*special, strings, trees  
[UnstoppableChillMachine's solution](#)

**1238.**

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory  
[UnstoppableChillMachine's solution](#)

**1239.**

909E

[Coprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy  
[UnstoppableChillMachine's solution](#)

**1240.**

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation  
[UnstoppableChillMachine's solution](#)

**1241.**

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, math

[UnstoppableChillMachine's solution](#)

**1242.**

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[UnstoppableChillMachine's solution](#)

**1243.**

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[UnstoppableChillMachine's solution](#)

**1244.**

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings

[UnstoppableChillMachine's solution](#)

**1245.**

452D

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

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[UnstoppableChillMachine's solution](#)

**1246.**

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2017-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[UnstoppableChillMachine's solution](#)

**1247.**

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[UnstoppableChillMachine's solution](#)

**1248.**

835D

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

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2017-08-01 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, strings

[UnstoppableChillMachine's solution](#)

**1249.**

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[UnstoppableChillMachine's solution](#)

**1250.**

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2017-07-18 · GNU C++11 (first AC) · Tags: binary search, data structures, number theory, two pointers

[UnstoppableChillMachine's solution](#)

**1251.**

820D

[Mister B and PR Shifts](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-06-28 · GNU C++11 (first AC) · Tags: implementation, math

[UnstoppableChillMachine's solution](#)

**1252.**

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2017-06-24 · GNU C++ (first AC) · Tags: dp, strings

[UnstoppableChillMachine's solution](#)

**1253.**

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2017-06-19 · GNU C++11 (first AC) · Tags: combinatorics, dp

[UnstoppableChillMachine's solution](#)

**1254.**

729E

[Subordinates](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1900 · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, sortings

[UnstoppableChillMachine's solution](#)

**1255.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[UnstoppableChillMachine's solution](#)

**1256.**

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2017-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, trees

[UnstoppableChillMachine's solution](#)

**1257.**

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2017-05-29 · GNU C++11 (first AC) · Tags: dp, implementation

[UnstoppableChillMachine's solution](#)

**1258.**

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1900 · first AC: 2017-05-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[UnstoppableChillMachine's solution](#)

**1259.**

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

[UnstoppableChillMachine's solution](#)

**1260.**

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2017-03-06 · GNU C++11 (first AC) · Tags: dsu, graphs, trees

[UnstoppableChillMachine's solution](#)

**1261.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-07 · last AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[UnstoppableChillMachine's solution](#)

**1262.**

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings  
[UnstoppableChillMachine's solution](#)

**1263.**

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  
[UnstoppableChillMachine's solution](#)

**1264.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[UnstoppableChillMachine's solution](#)

**1265.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[UnstoppableChillMachine's solution](#)

**1266.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory  
[UnstoppableChillMachine's solution](#)

**1267.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math  
[UnstoppableChillMachine's solution](#)

**1268.**

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search  
[UnstoppableChillMachine's solution](#)

**1269.**

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees  
[UnstoppableChillMachine's solution](#)

**1270.**

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  
[UnstoppableChillMachine's solution](#)

**1271.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math  
[UnstoppableChillMachine's solution](#)

**1272.**

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

[UnstoppableChillMachine's solution](#)

**1273.**

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

[UnstoppableChillMachine's solution](#)

**1274.**

1582E

[Pchelyonok and Segments](#) · Tutorial

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[UnstoppableChillMachine's solution](#)

**1275.**

1525C

[Robot Collisions](#) · Tutorial

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[UnstoppableChillMachine's solution](#)

**1276.**

1521C

[Nastia and a Hidden Permutation](#) · Tutorial

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[UnstoppableChillMachine's solution](#)

**1277.**

1487E

[Cheap Dinner](#) · Tutorial

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[UnstoppableChillMachine's solution](#)

**1278.**

1427D

[Unshuffling a Deck](#) · Tutorial

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**1279.**

1427C

[The Hard Work of Paparazzi](#) · Tutorial

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[UnstoppableChillMachine's solution](#)

**1280.**

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

[UnstoppableChillMachine's solution](#)

**1281.**

1391D

[505](#) · Tutorial

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[UnstoppableChillMachine's solution](#)

**1282.**

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**1283.**

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[UnstoppableChillMachine's solution](#)

**1284.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[UnstoppableChillMachine's solution](#)

**1285.**

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[UnstoppableChillMachine's solution](#)

**1286.**

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

[UnstoppableChillMachine's solution](#)

**1287.**

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

[UnstoppableChillMachine's solution](#)

**1288.**

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

[UnstoppableChillMachine's solution](#)

**1289.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[UnstoppableChillMachine's solution](#)

**1290.**

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[UnstoppableChillMachine's solution](#)

**1291.**

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

[UnstoppableChillMachine's solution](#)

**1292.**

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

[UnstoppableChillMachine's solution](#)

**1293.**

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

[UnstoppableChillMachine's solution](#)

**1294.**

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2019-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[UnstoppableChillMachine's solution](#)

**1295.**

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[UnstoppableChillMachine's solution](#)

**1296.**

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[UnstoppableChillMachine's solution](#)

**1297.**

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[UnstoppableChillMachine's solution](#)

**1298.**

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[UnstoppableChillMachine's solution](#)

**1299.**

435D

[Special Grid](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 2000 · first AC: 2018-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[UnstoppableChillMachine's solution](#)

**1300.**

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2018-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[UnstoppableChillMachine's solution](#)

**1301.**

43D

[Journey](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2000 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[UnstoppableChillMachine's solution](#)

**1302.**

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[UnstoppableChillMachine's solution](#)

**1303.**

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, strings

[UnstoppableChillMachine's solution](#)

**1304.**

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[UnstoppableChillMachine's solution](#)

**1305.**

346B

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

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[UnstoppableChillMachine's solution](#)

**1306.**

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[UnstoppableChillMachine's solution](#)

**1307.**

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,595 global accepts · Rating: 2000 · first AC: 2018-11-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[UnstoppableChillMachine's solution](#)

**1308.**

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[UnstoppableChillMachine's solution](#)

**1309.**

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[UnstoppableChillMachine's solution](#)

**1310.**

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 2000 · first AC: 2018-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[UnstoppableChillMachine's solution](#)

**1311.**

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[UnstoppableChillMachine's solution](#)

**1312.**

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,157 global accepts · Rating: 2000 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[UnstoppableChillMachine's solution](#)

**1313.**

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[UnstoppableChillMachine's solution](#)

**1314.**

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2018-08-02 · last AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[UnstoppableChillMachine's solution](#)

**1315.**

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[UnstoppableChillMachine's solution](#)

**1316.**

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[UnstoppableChillMachine's solution](#)

**1317.**

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[UnstoppableChillMachine's solution](#)

**1318.**

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[UnstoppableChillMachine's solution](#)

**1319.**

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[UnstoppableChillMachine's solution](#)

**1320.**

384E

[Propagating tree](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[UnstoppableChillMachine's solution](#)

**1321.**

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,267 global accepts · Rating: 2000 · first AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[UnstoppableChillMachine's solution](#)

**1322.**

462D

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

Rating: 2000 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[UnstoppableChillMachine's solution](#)

**1323.**

361D

[Levko and Array](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[UnstoppableChillMachine's solution](#)

**1324.**

400D

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

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2018-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths

[UnstoppableChillMachine's solution](#)

**1325.**

495D

[Obsessive String](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, strings

[UnstoppableChillMachine's solution](#)

**1326.**

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2018-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[UnstoppableChillMachine's solution](#)

**1327.**

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2018-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[UnstoppableChillMachine's solution](#)

**1328.**

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2018-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[UnstoppableChillMachine's solution](#)

**1329.**

432D

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

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2018-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[UnstoppableChillMachine's solution](#)

**1330.**

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2018-05-22 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy

[UnstoppableChillMachine's solution](#)

**1331.**

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2018-05-22 · GNU C++11 (first AC) · Tags: math

[UnstoppableChillMachine's solution](#)

**1332.**

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: data structures, graph matchings, greedy, implementation

[UnstoppableChillMachine's solution](#)

**1333.**

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[UnstoppableChillMachine's solution](#)

**1334.**

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: dp

[UnstoppableChillMachine's solution](#)

**1335.**

451D

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

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: math

[UnstoppableChillMachine's solution](#)

**1336.**

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[UnstoppableChillMachine's solution](#)

**1337.**

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,873 global accepts · Rating: 2000 · first AC: 2018-04-20 · last AC: 2018-04-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[UnstoppableChillMachine's solution](#)

**1338.**

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2018-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[UnstoppableChillMachine's solution](#)

**1339.**

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2018-04-15 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[UnstoppableChillMachine's solution](#)

**1340.**

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[UnstoppableChillMachine's solution](#)

**1341.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2018-02-19 · last AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[UnstoppableChillMachine's solution](#)

**1342.**

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[UnstoppableChillMachine's solution](#)

**1343.**

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[UnstoppableChillMachine's solution](#)

**1344.**

897D

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, interactive  
[UnstoppableChillMachine's solution](#)

**1345.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[UnstoppableChillMachine's solution](#)

**1346.**

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[UnstoppableChillMachine's solution](#)

**1347.**

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[UnstoppableChillMachine's solution](#)

**1348.**

886D

[Restoration of string](#) · [Tutorial](#)

Quality: 1,955 global accepts · Rating: 2000 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation  
[UnstoppableChillMachine's solution](#)

**1349.**

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings  
[UnstoppableChillMachine's solution](#)

**1350.**

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees  
[UnstoppableChillMachine's solution](#)

**1351.**

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,061 global accepts · Rating: 2000 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings  
[UnstoppableChillMachine's solution](#)

**1352.**

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[UnstoppableChillMachine's solution](#)

**1353.**

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,582 global accepts · Rating: 2000 · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities  
[UnstoppableChillMachine's solution](#)

**1354.**

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number

theory, trees

[UnstoppableChillMachine's solution](#)

**1355.**

578C

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

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2017-06-22 · GNU C++11 (first AC) · Tags: ternary search

[UnstoppableChillMachine's solution](#)

**1356.**

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2017-06-21 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[UnstoppableChillMachine's solution](#)

**1357.**

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2017-06-21 · GNU C++11 (first AC) · Tags: math, number theory

[UnstoppableChillMachine's solution](#)

**1358.**

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[UnstoppableChillMachine's solution](#)

**1359.**

766D

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

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2017-03-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[UnstoppableChillMachine's solution](#)

**1360.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[UnstoppableChillMachine's solution](#)

**1361.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-07 · last AC: 2024-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1362.**

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[UnstoppableChillMachine's solution](#)

**1363.**

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2024-02-04 · last AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[UnstoppableChillMachine's solution](#)

**1364.**

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[UnstoppableChillMachine's solution](#)

**1365.**

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[UnstoppableChillMachine's solution](#)

**1366.**

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[UnstoppableChillMachine's solution](#)

**1367.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[UnstoppableChillMachine's solution](#)

**1368.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[UnstoppableChillMachine's solution](#)

**1369.**

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

[UnstoppableChillMachine's solution](#)

**1370.**

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · last AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[UnstoppableChillMachine's solution](#)

**1371.**

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[UnstoppableChillMachine's solution](#)

**1372.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[UnstoppableChillMachine's solution](#)

**1373.**

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

[UnstoppableChillMachine's solution](#)

**1374.**

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities,

two pointers

[UnstoppableChillMachine's solution](#)

**1375.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[UnstoppableChillMachine's solution](#)

**1376.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[UnstoppableChillMachine's solution](#)

**1377.**

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

[UnstoppableChillMachine's solution](#)

**1378.**

1472G

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

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[UnstoppableChillMachine's solution](#)

**1379.**

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[UnstoppableChillMachine's solution](#)

**1380.**

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[UnstoppableChillMachine's solution](#)

**1381.**

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[UnstoppableChillMachine's solution](#)

**1382.**

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[UnstoppableChillMachine's solution](#)

**1383.**

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search, dfs and similar, dp, math, ternary search

[UnstoppableChillMachine's solution](#)

**1384.**

132D

[Constants in the language of Shakespeare](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2100 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[UnstoppableChillMachine's solution](#)

**1385.**

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings  
[UnstoppableChillMachine's solution](#)

**1386.**

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[UnstoppableChillMachine's solution](#)

**1387.**

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers  
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**1388.**

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings  
[UnstoppableChillMachine's solution](#)

**1389.**

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy  
[UnstoppableChillMachine's solution](#)

**1390.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers  
[UnstoppableChillMachine's solution](#)

**1391.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings  
[UnstoppableChillMachine's solution](#)

**1392.**

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[UnstoppableChillMachine's solution](#)

**1393.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees  
[UnstoppableChillMachine's solution](#)

**1394.**

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

[UnstoppableChillMachine's solution](#)

**1395.**

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

[UnstoppableChillMachine's solution](#)

**1396.**

498C

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

Quality: 4,189 global accepts · Rating: 2100 · first AC: 2018-08-01 · last AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, number theory

[UnstoppableChillMachine's solution](#)

**1397.**

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[UnstoppableChillMachine's solution](#)

**1398.**

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[UnstoppableChillMachine's solution](#)

**1399.**

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[UnstoppableChillMachine's solution](#)

**1400.**

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[UnstoppableChillMachine's solution](#)

**1401.**

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

[UnstoppableChillMachine's solution](#)

**1402.**

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory

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**1403.**

466E

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

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

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**1404.**

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2100 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[UnstoppableChillMachine's solution](#)

**1405.**

370D

[Broken Monitor](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 2100 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

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**1406.**

362D

[Fools and Foolproof Roads](#) · [Tutorial](#)

Quality: 1,021 global accepts · Rating: 2100 · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[UnstoppableChillMachine's solution](#)

**1407.**

1112D

[Compress String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: strings

[UnstoppableChillMachine's solution](#)

**1408.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

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**1409.**

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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**1410.**

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[UnstoppableChillMachine's solution](#)

**1411.**

301B

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

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[UnstoppableChillMachine's solution](#)

**1412.**

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, number theory, trees

[UnstoppableChillMachine's solution](#)

**1413.**

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[UnstoppableChillMachine's solution](#)

**1414.**

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, strings

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**1415.**

1077F2

[Pictures with Kittens \(hard version\) · Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[UnstoppableChillMachine's solution](#)

**1416.**

464C

[Substitutes in Number · Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2018-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

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**1417.**

455C

[Civilization · Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2018-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[UnstoppableChillMachine's solution](#)

**1418.**

1025D

[Recovering BST · Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[UnstoppableChillMachine's solution](#)

**1419.**

414C

[Mashmokh and Reverse Operation · Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer

[UnstoppableChillMachine's solution](#)

**1420.**

145C

[Lucky Subsequence · Tutorial](#)

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[UnstoppableChillMachine's solution](#)

**1421.**

1003E

[Tree Constructing · Tutorial](#)

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[UnstoppableChillMachine's solution](#)

**1422.**

1000E

[We Need More Bosses · Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[UnstoppableChillMachine's solution](#)

**1423.**

993C

[Careful Maneuvering · Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry

[UnstoppableChillMachine's solution](#)

**1424.**

990E

[Post Lamps · Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2018-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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**1425.**

322E

[Ciel the Commander · Tutorial](#)

Rating: 2100 · first AC: 2018-06-12 · last AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer

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**1426.**

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2018-06-04 · last AC: 2018-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees

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**1427.**

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2018-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[UnstoppableChillMachine's solution](#)

**1428.**

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[UnstoppableChillMachine's solution](#)

**1429.**

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-22 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[UnstoppableChillMachine's solution](#)

**1430.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2018-05-22 · last AC: 2018-05-22 · GNU C++11 (first AC) · Tags: data structures, dp, math

[UnstoppableChillMachine's solution](#)

**1431.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers

[UnstoppableChillMachine's solution](#)

**1432.**

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[UnstoppableChillMachine's solution](#)

**1433.**

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, trees

[UnstoppableChillMachine's solution](#)

**1434.**

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[UnstoppableChillMachine's solution](#)

**1435.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2018-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[UnstoppableChillMachine's solution](#)

**1436.**

920E

[Connected Components? · Tutorial](#)

Quality: 7,749 global accepts · Rating: 2100 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[UnstoppableChillMachine's solution](#)

**1437.**

912D

[Fishes · Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[UnstoppableChillMachine's solution](#)

**1438.**

909D

[Colorful Points · Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[UnstoppableChillMachine's solution](#)

**1439.**

895D

[String Mark · Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[UnstoppableChillMachine's solution](#)

**1440.**

900E

[Maximum Questions · Tutorial](#)

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings

[UnstoppableChillMachine's solution](#)

**1441.**

847F

[Berland Elections · Tutorial](#)

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[UnstoppableChillMachine's solution](#)

**1442.**

894E

[Ralph and Mushrooms · Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2017-11-20 · last AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[UnstoppableChillMachine's solution](#)

**1443.**

877D

[Olya and Energy Drinks · Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[UnstoppableChillMachine's solution](#)

**1444.**

876E

[National Property · Tutorial](#)

Rating: 2100 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[UnstoppableChillMachine's solution](#)

**1445.**

853C

[Boredom · Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[UnstoppableChillMachine's solution](#)

**1446.**

851D

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

Rating: 2100 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**1447.**

793D

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

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[UnstoppableChillMachine's solution](#)

**1448.**

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2017-08-07 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[UnstoppableChillMachine's solution](#)

**1449.**

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2017-06-14 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[UnstoppableChillMachine's solution](#)

**1450.**

752E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-06-14 · last AC: 2017-06-14 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, two pointers

[UnstoppableChillMachine's solution](#)

**1451.**

752D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-06-13 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, strings

[UnstoppableChillMachine's solution](#)

**1452.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2017-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[UnstoppableChillMachine's solution](#)

**1453.**

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-06-03 · GNU C++11 (first AC) · Tags: brute force, dp, meet-in-the-middle

[UnstoppableChillMachine's solution](#)

**1454.**

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2017-05-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[UnstoppableChillMachine's solution](#)

**1455.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[UnstoppableChillMachine's solution](#)

**1456.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-07 · last AC: 2024-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1457.**

1926F

[Vlad and Avoiding X](#) · Tutorial

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[UnstoppableChillMachine's solution](#)

**1458.**

1906H

[Twin Friends](#) · Tutorial

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[UnstoppableChillMachine's solution](#)

**1459.**

1921G

[Mischievous Shooter](#) · Tutorial

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[UnstoppableChillMachine's solution](#)

**1460.**

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

[UnstoppableChillMachine's solution](#)

**1461.**

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

[UnstoppableChillMachine's solution](#)

**1462.**

1615D

[X\(or\)-mas Tree](#) · Tutorial

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[UnstoppableChillMachine's solution](#)

**1463.**

1586E

[Moment of Bloom](#) · Tutorial

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[UnstoppableChillMachine's solution](#)

**1464.**

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

[UnstoppableChillMachine's solution](#)

**1465.**

1526D

[Kill Anton](#) · Tutorial

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[UnstoppableChillMachine's solution](#)

**1466.**

1520F2

[Guess the K-th Zero \(Hard version\)](#) · Tutorial

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms,

data structures, interactive

[UnstoppableChillMachine's solution](#)

**1467.**

1520G

[To Go Or Not To Go? · Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[UnstoppableChillMachine's solution](#)

**1468.**

1515E

[Phoenix and Computers · Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[UnstoppableChillMachine's solution](#)

**1469.**

1500B

[Two chandeliers · Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[UnstoppableChillMachine's solution](#)

**1470.**

1486E

[Paired Payment · Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[UnstoppableChillMachine's solution](#)

**1471.**

1485D

[Multiples and Power Differences · Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[UnstoppableChillMachine's solution](#)

**1472.**

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

[UnstoppableChillMachine's solution](#)

**1473.**

1474D

[Cleaning · Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[UnstoppableChillMachine's solution](#)

**1474.**

1467D

[Sum of Paths · Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[UnstoppableChillMachine's solution](#)

**1475.**

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

[UnstoppableChillMachine's solution](#)

**1476.**

1428E

[Carrots for Rabbits · Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[UnstoppableChillMachine's solution](#)

### 1477.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[UnstoppableChillMachine's solution](#)

### 1478.

301D

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

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[UnstoppableChillMachine's solution](#)

### 1479.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[UnstoppableChillMachine's solution](#)

### 1480.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[UnstoppableChillMachine's solution](#)

### 1481.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[UnstoppableChillMachine's solution](#)

### 1482.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[UnstoppableChillMachine's solution](#)

### 1483.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[UnstoppableChillMachine's solution](#)

### 1484.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[UnstoppableChillMachine's solution](#)

### 1485.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-10-28 · last AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[UnstoppableChillMachine's solution](#)

### 1486.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[UnstoppableChillMachine's solution](#)

**1487.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[UnstoppableChillMachine's solution](#)

**1488.**

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

[UnstoppableChillMachine's solution](#)

**1489.**

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, trees

[UnstoppableChillMachine's solution](#)

**1490.**

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[UnstoppableChillMachine's solution](#)

**1491.**

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2200 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings

[UnstoppableChillMachine's solution](#)

**1492.**

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[UnstoppableChillMachine's solution](#)

**1493.**

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[UnstoppableChillMachine's solution](#)

**1494.**

454E

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[UnstoppableChillMachine's solution](#)

**1495.**

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry

[UnstoppableChillMachine's solution](#)

**1496.**

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[UnstoppableChillMachine's solution](#)

**1497.**

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

shortest paths, sortings

[UnstoppableChillMachine's solution](#)

**1498.**

505D

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

Quality: 2,930 global accepts · Rating: 2200 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[UnstoppableChillMachine's solution](#)

**1499.**

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[UnstoppableChillMachine's solution](#)

**1500.**

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[UnstoppableChillMachine's solution](#)

**1501.**

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[UnstoppableChillMachine's solution](#)

**1502.**

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[UnstoppableChillMachine's solution](#)

**1503.**

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[UnstoppableChillMachine's solution](#)

**1504.**

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[UnstoppableChillMachine's solution](#)

**1505.**

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-26 · last AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[UnstoppableChillMachine's solution](#)

**1506.**

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[UnstoppableChillMachine's solution](#)

**1507.**

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[UnstoppableChillMachine's solution](#)

**1508.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings  
[UnstoppableChillMachine's solution](#)

**1509.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[UnstoppableChillMachine's solution](#)

**1510.**

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle  
[UnstoppableChillMachine's solution](#)

**1511.**

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs  
[UnstoppableChillMachine's solution](#)

**1512.**

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[UnstoppableChillMachine's solution](#)

**1513.**

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths  
[UnstoppableChillMachine's solution](#)

**1514.**

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-05 · last AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search  
[UnstoppableChillMachine's solution](#)

**1515.**

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[UnstoppableChillMachine's solution](#)

**1516.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers  
[UnstoppableChillMachine's solution](#)

**1517.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2018-07-25 · last AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[UnstoppableChillMachine's solution](#)

**1518.**

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[UnstoppableChillMachine's solution](#)

**1519.**

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[UnstoppableChillMachine's solution](#)

**1520.**

462E

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

Rating: 2200 · first AC: 2018-06-10 · last AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1521.**

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2018-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[UnstoppableChillMachine's solution](#)

**1522.**

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-28 · last AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[UnstoppableChillMachine's solution](#)

**1523.**

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2018-05-23 · last AC: 2018-05-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[UnstoppableChillMachine's solution](#)

**1524.**

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2018-05-16 · last AC: 2018-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[UnstoppableChillMachine's solution](#)

**1525.**

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[UnstoppableChillMachine's solution](#)

**1526.**

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2018-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[UnstoppableChillMachine's solution](#)

**1527.**

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2018-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[UnstoppableChillMachine's solution](#)

**1528.**

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[UnstoppableChillMachine's solution](#)

**1529.**

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[UnstoppableChillMachine's solution](#)

**1530.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[UnstoppableChillMachine's solution](#)

**1531.**

906B

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

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[UnstoppableChillMachine's solution](#)

**1532.**

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2017-12-15 · last AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[UnstoppableChillMachine's solution](#)

**1533.**

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[UnstoppableChillMachine's solution](#)

**1534.**

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, strings

[UnstoppableChillMachine's solution](#)

**1535.**

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[UnstoppableChillMachine's solution](#)

**1536.**

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, trees

[UnstoppableChillMachine's solution](#)

**1537.**

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[UnstoppableChillMachine's solution](#)

**1538.**

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp,

implementation, strings

[UnstoppableChillMachine's solution](#)

**1539.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[UnstoppableChillMachine's solution](#)

**1540.**

851E

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

Rating: 2200 · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[UnstoppableChillMachine's solution](#)

**1541.**

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2017-06-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[UnstoppableChillMachine's solution](#)

**1542.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[UnstoppableChillMachine's solution](#)

**1543.**

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2019-08-16 · last AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing

[UnstoppableChillMachine's solution](#)

**1544.**

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[UnstoppableChillMachine's solution](#)

**1545.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-07 · last AC: 2024-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1546.**

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[UnstoppableChillMachine's solution](#)

**1547.**

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[UnstoppableChillMachine's solution](#)

**1548.**

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar,

dp, graphs, greedy, math, trees

[UnstoppableChillMachine's solution](#)

**1549.**

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[UnstoppableChillMachine's solution](#)

**1550.**

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[UnstoppableChillMachine's solution](#)

**1551.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[UnstoppableChillMachine's solution](#)

**1552.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[UnstoppableChillMachine's solution](#)

**1553.**

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[UnstoppableChillMachine's solution](#)

**1554.**

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[UnstoppableChillMachine's solution](#)

**1555.**

1870E

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

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[UnstoppableChillMachine's solution](#)

**1556.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[UnstoppableChillMachine's solution](#)

**1557.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[UnstoppableChillMachine's solution](#)

**1558.**

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[UnstoppableChillMachine's solution](#)

### 1559.

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

[UnstoppableChillMachine's solution](#)

### 1560.

1553F

[Pairwise Modulo](#) · Tutorial

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[UnstoppableChillMachine's solution](#)

### 1561.

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

[UnstoppableChillMachine's solution](#)

### 1562.

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

[UnstoppableChillMachine's solution](#)

### 1563.

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

[UnstoppableChillMachine's solution](#)

### 1564.

1476E

[Pattern Matching](#) · Tutorial

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[UnstoppableChillMachine's solution](#)

### 1565.

1464C

[Poman Numbers](#) · Tutorial

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[UnstoppableChillMachine's solution](#)

### 1566.

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

[UnstoppableChillMachine's solution](#)

### 1567.

1404C

[Fixed Point Removal](#) · Tutorial

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[UnstoppableChillMachine's solution](#)

**1568.**

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[UnstoppableChillMachine's solution](#)

**1569.**

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[UnstoppableChillMachine's solution](#)

**1570.**

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[UnstoppableChillMachine's solution](#)

**1571.**

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

[UnstoppableChillMachine's solution](#)

**1572.**

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[UnstoppableChillMachine's solution](#)

**1573.**

414D

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

Quality: 748 global accepts · Rating: 2300 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[UnstoppableChillMachine's solution](#)

**1574.**

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[UnstoppableChillMachine's solution](#)

**1575.**

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[UnstoppableChillMachine's solution](#)

**1576.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[UnstoppableChillMachine's solution](#)

**1577.**

425C

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

Quality: 983 global accepts · Rating: 2300 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[UnstoppableChillMachine's solution](#)

**1578.**

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: probabilities

[UnstoppableChillMachine's solution](#)

**1579.**

403D

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

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2019-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[UnstoppableChillMachine's solution](#)

**1580.**

438D

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

Quality: 11,601 global accepts · Rating: 2300 · first AC: 2019-08-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[UnstoppableChillMachine's solution](#)

**1581.**

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

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

[UnstoppableChillMachine's solution](#)

**1582.**

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

[UnstoppableChillMachine's solution](#)

**1583.**

89B

[Widget Library](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, expression parsing, graphs, implementation

[UnstoppableChillMachine's solution](#)

**1584.**

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[UnstoppableChillMachine's solution](#)

**1585.**

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings

[UnstoppableChillMachine's solution](#)

**1586.**

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[UnstoppableChillMachine's solution](#)

**1587.**

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[UnstoppableChillMachine's solution](#)

**1588.**

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[UnstoppableChillMachine's solution](#)

**1589.**

1086C

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

Rating: 2300 · first AC: 2018-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[UnstoppableChillMachine's solution](#)

**1590.**

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[UnstoppableChillMachine's solution](#)

**1591.**

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[UnstoppableChillMachine's solution](#)

**1592.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[UnstoppableChillMachine's solution](#)

**1593.**

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[UnstoppableChillMachine's solution](#)

**1594.**

995C

[Leaving the Bar](#) · [Tutorial](#)

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

[UnstoppableChillMachine's solution](#)

**1595.**

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

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

[UnstoppableChillMachine's solution](#)

**1596.**

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-05-22 · last AC: 2018-05-22 · GNU C++11 (first AC) · Tags: hashing, strings

[UnstoppableChillMachine's solution](#)

**1597.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2018-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[UnstoppableChillMachine's solution](#)

**1598.**

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[UnstoppableChillMachine's solution](#)

**1599.**

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[UnstoppableChillMachine's solution](#)

**1600.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[UnstoppableChillMachine's solution](#)

**1601.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[UnstoppableChillMachine's solution](#)

**1602.**

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[UnstoppableChillMachine's solution](#)

**1603.**

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[UnstoppableChillMachine's solution](#)

**1604.**

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[UnstoppableChillMachine's solution](#)

**1605.**

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[UnstoppableChillMachine's solution](#)

**1606.**

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[UnstoppableChillMachine's solution](#)

**1607.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-07 · last AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1608.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-07 · last AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1609.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[UnstoppableChillMachine's solution](#)

**1610.**

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

[UnstoppableChillMachine's solution](#)

### 1611.

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[UnstoppableChillMachine's solution](#)

### 1612.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[UnstoppableChillMachine's solution](#)

### 1613.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[UnstoppableChillMachine's solution](#)

### 1614.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[UnstoppableChillMachine's solution](#)

### 1615.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[UnstoppableChillMachine's solution](#)

### 1616.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[UnstoppableChillMachine's solution](#)

### 1617.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[UnstoppableChillMachine's solution](#)

### 1618.

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[UnstoppableChillMachine's solution](#)

### 1619.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[UnstoppableChillMachine's solution](#)

**1620.**

1706D2

[Chopping Carrots \(Hard Version\) · Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[UnstoppableChillMachine's solution](#)

**1621.**

1615E

[Purple Crayon · Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[UnstoppableChillMachine's solution](#)

**1622.**

1609E

[William The Oblivious · Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[UnstoppableChillMachine's solution](#)

**1623.**

1582F2

[Korney Korneevich and XOR \(hard version\) · Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-10-24 · last AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[UnstoppableChillMachine's solution](#)

**1624.**

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

[UnstoppableChillMachine's solution](#)

**1625.**

1526E

[Oolimry and Suffix Array · Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[UnstoppableChillMachine's solution](#)

**1626.**

1527D

[MEX Tree · Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[UnstoppableChillMachine's solution](#)

**1627.**

1485F

[Copy or Prefix Sum · Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[UnstoppableChillMachine's solution](#)

**1628.**

1473E

[Minimum Path · Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[UnstoppableChillMachine's solution](#)

**1629.**

1428F

[Fruit Sequences · Tutorial](#)

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

[UnstoppableChillMachine's solution](#)

**1630.**

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

[UnstoppableChillMachine's solution](#)

**1631.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,917 global accepts · Rating: 2400 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[UnstoppableChillMachine's solution](#)

**1632.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[UnstoppableChillMachine's solution](#)

**1633.**

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[UnstoppableChillMachine's solution](#)

**1634.**

611E

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

Quality: 904 global accepts · Rating: 2400 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[UnstoppableChillMachine's solution](#)

**1635.**

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

[UnstoppableChillMachine's solution](#)

**1636.**

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2020-04-12 · last AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[UnstoppableChillMachine's solution](#)

**1637.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[UnstoppableChillMachine's solution](#)

**1638.**

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

[UnstoppableChillMachine's solution](#)

**1639.**

1286C1

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

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

[UnstoppableChillMachine's solution](#)

**1640.**

1261D2

[Wrong Answer on test 233 \(Hard Version\) · Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[UnstoppableChillMachine's solution](#)

**1641.**

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

[UnstoppableChillMachine's solution](#)

**1642.**

1221F

[Choose a Square · Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[UnstoppableChillMachine's solution](#)

**1643.**

1244G

[Running in Pairs · Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[UnstoppableChillMachine's solution](#)

**1644.**

1237E

[Balanced Binary Search Trees · Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[UnstoppableChillMachine's solution](#)

**1645.**

1239D

[Catowice City · Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[UnstoppableChillMachine's solution](#)

**1646.**

311B

[Cats Transport · Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2019-02-22 · last AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[UnstoppableChillMachine's solution](#)

**1647.**

1229C

[Konrad and Company Evaluation · Tutorial](#)

Rating: 2400 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[UnstoppableChillMachine's solution](#)

**1648.**

525D

[Arthur and Walls · Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2019-08-21 · last AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[UnstoppableChillMachine's solution](#)

**1649.**

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

[UnstoppableChillMachine's solution](#)

**1650.**

288D

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

Quality: 838 global accepts · Rating: 2400 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, trees  
[UnstoppableChillMachine's solution](#)

**1651.**

498D

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

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, number theory  
[UnstoppableChillMachine's solution](#)

**1652.**

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[UnstoppableChillMachine's solution](#)

**1653.**

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings  
[UnstoppableChillMachine's solution](#)

**1654.**

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings  
[UnstoppableChillMachine's solution](#)

**1655.**

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2019-07-19 · last AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths  
[UnstoppableChillMachine's solution](#)

**1656.**

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers  
[UnstoppableChillMachine's solution](#)

**1657.**

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp  
[UnstoppableChillMachine's solution](#)

**1658.**

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs  
[UnstoppableChillMachine's solution](#)

**1659.**

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings  
[UnstoppableChillMachine's solution](#)

**1660.**

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[UnstoppableChillMachine's solution](#)

**1661.**

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[UnstoppableChillMachine's solution](#)

**1662.**

107D

[Crime Management](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2019-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, matrices

[UnstoppableChillMachine's solution](#)

**1663.**

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, two pointers

[UnstoppableChillMachine's solution](#)

**1664.**

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[UnstoppableChillMachine's solution](#)

**1665.**

1074D

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

Rating: 2400 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, hashing

[UnstoppableChillMachine's solution](#)

**1666.**

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[UnstoppableChillMachine's solution](#)

**1667.**

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[UnstoppableChillMachine's solution](#)

**1668.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[UnstoppableChillMachine's solution](#)

**1669.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2018-06-30 · last AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[UnstoppableChillMachine's solution](#)

**1670.**

446C

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

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2018-06-21 · last AC: 2018-06-21 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[UnstoppableChillMachine's solution](#)

**1671.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2018-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[UnstoppableChillMachine's solution](#)

**1672.**

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[UnstoppableChillMachine's solution](#)

**1673.**

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[UnstoppableChillMachine's solution](#)

**1674.**

906C

[Party](#) · [Tutorial](#)

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

[UnstoppableChillMachine's solution](#)

**1675.**

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2500 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[UnstoppableChillMachine's solution](#)

**1676.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[UnstoppableChillMachine's solution](#)

**1677.**

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[UnstoppableChillMachine's solution](#)

**1678.**

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-10 · last AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[UnstoppableChillMachine's solution](#)

**1679.**

551E

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

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[UnstoppableChillMachine's solution](#)

**1680.**

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2019-08-16 · last AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[UnstoppableChillMachine's solution](#)

**1681.**

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2500 · first AC: 2025-04-25 · last AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[UnstoppableChillMachine's solution](#)

**1682.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2025-04-08 · last AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[UnstoppableChillMachine's solution](#)

**1683.**

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[UnstoppableChillMachine's solution](#)

**1684.**

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[UnstoppableChillMachine's solution](#)

**1685.**

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[UnstoppableChillMachine's solution](#)

**1686.**

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[UnstoppableChillMachine's solution](#)

**1687.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[UnstoppableChillMachine's solution](#)

**1688.**

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[UnstoppableChillMachine's solution](#)

**1689.**

1709F

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[UnstoppableChillMachine's solution](#)

**1690.**

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[UnstoppableChillMachine's solution](#)

**1691.**

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-20 · last AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[UnstoppableChillMachine's solution](#)

**1692.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[UnstoppableChillMachine's solution](#)

**1693.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-20 · last AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[UnstoppableChillMachine's solution](#)

**1694.**

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[UnstoppableChillMachine's solution](#)

**1695.**

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[UnstoppableChillMachine's solution](#)

**1696.**

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[UnstoppableChillMachine's solution](#)

**1697.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-21 · last AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[UnstoppableChillMachine's solution](#)

**1698.**

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[UnstoppableChillMachine's solution](#)

**1699.**

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[UnstoppableChillMachine's solution](#)

**1700.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · last AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[UnstoppableChillMachine's solution](#)

**1701.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[UnstoppableChillMachine's solution](#)**1702.**

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

[UnstoppableChillMachine's solution](#)**1703.**

1444C

[Team-Building](#) · [Tutorial](#)

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

[UnstoppableChillMachine's solution](#)**1704.**

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[UnstoppableChillMachine's solution](#)**1705.**

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[UnstoppableChillMachine's solution](#)**1706.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-06-25 · last AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[UnstoppableChillMachine's solution](#)**1707.**

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[UnstoppableChillMachine's solution](#)**1708.**

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-06-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[UnstoppableChillMachine's solution](#)**1709.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy

[UnstoppableChillMachine's solution](#)**1710.**

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: binary search, implementation

[UnstoppableChillMachine's solution](#)

**1711.**

1361C

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

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · last AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[UnstoppableChillMachine's solution](#)**1712.**

17C

[Balance](#) · Tutorial

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[UnstoppableChillMachine's solution](#)**1713.**

23C

[Oranges and Apples](#) · Tutorial

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[UnstoppableChillMachine's solution](#)**1714.**

1250M

[SmartGarden](#) · Tutorial

Quality: 391 global accepts · Rating: 2500 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[UnstoppableChillMachine's solution](#)**1715.**

15D

[Map](#) · Tutorial

Quality: 914 global accepts · Rating: 2500 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[UnstoppableChillMachine's solution](#)**1716.**

1305F

[Kuroni and the Punishment](#) · Tutorial

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[UnstoppableChillMachine's solution](#)**1717.**

1320D

[Reachable Strings](#) · Tutorial

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[UnstoppableChillMachine's solution](#)**1718.**

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

[UnstoppableChillMachine's solution](#)**1719.**

1225F

[Tree Factory](#) · Tutorial

Quality: 992 global accepts · Rating: 2500 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees

[UnstoppableChillMachine's solution](#)**1720.**

1209E2

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

Quality: 2,300 global accepts · Rating: 2500 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[UnstoppableChillMachine's solution](#)**1721.**

1221E

[Game With String](#) · Tutorial

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: games

[UnstoppableChillMachine's solution](#)

**1722.**

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[UnstoppableChillMachine's solution](#)

**1723.**

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[UnstoppableChillMachine's solution](#)

**1724.**

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UnstoppableChillMachine's solution](#)

**1725.**

555D

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

Quality: 931 global accepts · Rating: 2500 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[UnstoppableChillMachine's solution](#)

**1726.**

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[UnstoppableChillMachine's solution](#)

**1727.**

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[UnstoppableChillMachine's solution](#)

**1728.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2019-08-09 · last AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[UnstoppableChillMachine's solution](#)

**1729.**

166D

[Shoe Store](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, greedy, sortings, two pointers

[UnstoppableChillMachine's solution](#)

**1730.**

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, two pointers

[UnstoppableChillMachine's solution](#)

**1731.**

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[UnstoppableChillMachine's solution](#)

**1732.**

1112F

[Power Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[UnstoppableChillMachine's solution](#)

**1733.**

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[UnstoppableChillMachine's solution](#)

**1734.**

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2019-02-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[UnstoppableChillMachine's solution](#)

**1735.**

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[UnstoppableChillMachine's solution](#)

**1736.**

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[UnstoppableChillMachine's solution](#)

**1737.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2019-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[UnstoppableChillMachine's solution](#)

**1738.**

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2018-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[UnstoppableChillMachine's solution](#)

**1739.**

1086D

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

Rating: 2500 · first AC: 2018-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[UnstoppableChillMachine's solution](#)

**1740.**

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,230 global accepts · Rating: 2500 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[UnstoppableChillMachine's solution](#)

**1741.**

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[UnstoppableChillMachine's solution](#)

**1742.**

996F

[Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[UnstoppableChillMachine's solution](#)

**1743.**

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2018-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[UnstoppableChillMachine's solution](#)

**1744.**

912C

[Perun, Ult!](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2500 · first AC: 2018-01-08 · last AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[UnstoppableChillMachine's solution](#)

**1745.**

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2017-11-15 · last AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu

[UnstoppableChillMachine's solution](#)

**1746.**

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[UnstoppableChillMachine's solution](#)

**1747.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[UnstoppableChillMachine's solution](#)

**1748.**

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: meet-in-the-middle

[UnstoppableChillMachine's solution](#)

**1749.**

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[UnstoppableChillMachine's solution](#)

**1750.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[UnstoppableChillMachine's solution](#)

**1751.**

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[UnstoppableChillMachine's solution](#)

**1752.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[UnstoppableChillMachine's solution](#)

**1753.**

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[UnstoppableChillMachine's solution](#)

**1754.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[UnstoppableChillMachine's solution](#)

**1755.**

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[UnstoppableChillMachine's solution](#)

**1756.**

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[UnstoppableChillMachine's solution](#)

**1757.**

1416D

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

Quality: 2,713 global accepts · Rating: 2600 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[UnstoppableChillMachine's solution](#)

**1758.**

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[UnstoppableChillMachine's solution](#)

**1759.**

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[UnstoppableChillMachine's solution](#)

**1760.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[UnstoppableChillMachine's solution](#)

**1761.**

724G

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

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[UnstoppableChillMachine's solution](#)

**1762.**

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[UnstoppableChillMachine's solution](#)

**1763.**

1004F

[Sonya and Bitwise OR](#) · Tutorial

Quality: 928 global accepts · Rating: 2600 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer

[UnstoppableChillMachine's solution](#)

**1764.**

1439B

[Graph Subset Problem](#) · Tutorial

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[UnstoppableChillMachine's solution](#)

**1765.**

1406E

[Deleting Numbers](#) · Tutorial

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory

[UnstoppableChillMachine's solution](#)

**1766.**

1439C

[Greedy Shopping](#) · Tutorial

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[UnstoppableChillMachine's solution](#)

**1767.**

1588D

[Strange LCS](#) · Tutorial

Rating: 2600 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[UnstoppableChillMachine's solution](#)

**1768.**

1584F

[Strange LCS](#) · Tutorial

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[UnstoppableChillMachine's solution](#)

**1769.**

1375F

[Integer Game](#) · Tutorial

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[UnstoppableChillMachine's solution](#)

**1770.**

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

[UnstoppableChillMachine's solution](#)

**1771.**

1582G

[Kuzya and Homework](#) · Tutorial

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[UnstoppableChillMachine's solution](#)

**1772.**

1523E

[Crypto Lights](#) · Tutorial

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics,

dp, math, probabilities

[UnstoppableChillMachine's solution](#)

**1773.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-03 · last AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[UnstoppableChillMachine's solution](#)

**1774.**

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[UnstoppableChillMachine's solution](#)

**1775.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-06-24 · last AC: 2020-06-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, math

[UnstoppableChillMachine's solution](#)

**1776.**

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-06-22 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[UnstoppableChillMachine's solution](#)

**1777.**

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2600 · first AC: 2020-06-22 · GNU C++11 (first AC) · Tags: binary search, interactive, probabilities

[UnstoppableChillMachine's solution](#)

**1778.**

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-06-21 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, number theory

[UnstoppableChillMachine's solution](#)

**1779.**

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-21 · GNU C++11 (first AC) · Tags: dp, strings

[UnstoppableChillMachine's solution](#)

**1780.**

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: games, implementation, interactive, math

[UnstoppableChillMachine's solution](#)

**1781.**

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

[UnstoppableChillMachine's solution](#)

**1782.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar,

graphs, shortest paths, strings, trees

[UnstoppableChillMachine's solution](#)

**1783.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[UnstoppableChillMachine's solution](#)

**1784.**

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[UnstoppableChillMachine's solution](#)

**1785.**

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[UnstoppableChillMachine's solution](#)

**1786.**

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[UnstoppableChillMachine's solution](#)

**1787.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2600 · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[UnstoppableChillMachine's solution](#)

**1788.**

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[UnstoppableChillMachine's solution](#)

**1789.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[UnstoppableChillMachine's solution](#)

**1790.**

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[UnstoppableChillMachine's solution](#)

**1791.**

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2018-08-03 · last AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[UnstoppableChillMachine's solution](#)

**1792.**

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2025-04-21 · last AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[UnstoppableChillMachine's solution](#)

**1793.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2019-02-17 · last AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[UnstoppableChillMachine's solution](#)

**1794.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2019-10-15 · last AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry  
[UnstoppableChillMachine's solution](#)

**1795.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar  
[UnstoppableChillMachine's solution](#)

**1796.**

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures  
[UnstoppableChillMachine's solution](#)

**1797.**

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices  
[UnstoppableChillMachine's solution](#)

**1798.**

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[UnstoppableChillMachine's solution](#)

**1799.**

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory  
[UnstoppableChillMachine's solution](#)

**1800.**

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, greedy  
[UnstoppableChillMachine's solution](#)

**1801.**

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees  
[UnstoppableChillMachine's solution](#)

**1802.**

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[UnstoppableChillMachine's solution](#)

**1803.**

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

[UnstoppableChillMachine's solution](#)

**1804.**

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[UnstoppableChillMachine's solution](#)

**1805.**

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games

[UnstoppableChillMachine's solution](#)

**1806.**

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-06-21 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[UnstoppableChillMachine's solution](#)

**1807.**

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-21 · last AC: 2020-06-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[UnstoppableChillMachine's solution](#)

**1808.**

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[UnstoppableChillMachine's solution](#)

**1809.**

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: data structures, dp, strings

[UnstoppableChillMachine's solution](#)

**1810.**

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: binary search, dp, geometry, graphs

[UnstoppableChillMachine's solution](#)

**1811.**

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[UnstoppableChillMachine's solution](#)

**1812.**

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[UnstoppableChillMachine's solution](#)

**1813.**

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-19 · last AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[UnstoppableChillMachine's solution](#)

**1814.**

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-10-25 · last AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[UnstoppableChillMachine's solution](#)

**1815.**

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2700 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[UnstoppableChillMachine's solution](#)

**1816.**

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[UnstoppableChillMachine's solution](#)

**1817.**

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[UnstoppableChillMachine's solution](#)

**1818.**

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, two pointers

[UnstoppableChillMachine's solution](#)

**1819.**

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2019-02-23 · last AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[UnstoppableChillMachine's solution](#)

**1820.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2018-07-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[UnstoppableChillMachine's solution](#)

**1821.**

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[UnstoppableChillMachine's solution](#)

**1822.**

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2025-04-25 · last AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, fft

[UnstoppableChillMachine's solution](#)

**1823.**

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2019-02-19 · last AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[UnstoppableChillMachine's solution](#)

**1824.**

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[UnstoppableChillMachine's solution](#)

**1825.**

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[UnstoppableChillMachine's solution](#)

**1826.**

1906D

[Spaceship Exploration](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 2800 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[UnstoppableChillMachine's solution](#)

**1827.**

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[UnstoppableChillMachine's solution](#)

**1828.**

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[UnstoppableChillMachine's solution](#)

**1829.**

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[UnstoppableChillMachine's solution](#)

**1830.**

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, fft, math

[UnstoppableChillMachine's solution](#)

**1831.**

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-02-11 · last AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[UnstoppableChillMachine's solution](#)

**1832.**

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[UnstoppableChillMachine's solution](#)

**1833.**

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-08 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[UnstoppableChillMachine's solution](#)

**1834.**

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2025-05-09 · last AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[UnstoppableChillMachine's solution](#)

**1835.**

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2025-04-30 · last AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[UnstoppableChillMachine's solution](#)

**1836.**

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees

[UnstoppableChillMachine's solution](#)

**1837.**

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2024-08-18 · last AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[UnstoppableChillMachine's solution](#)

**1838.**

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[UnstoppableChillMachine's solution](#)

**1839.**

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2024-02-15 · last AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings

[UnstoppableChillMachine's solution](#)

**1840.**

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[UnstoppableChillMachine's solution](#)

**1841.**

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[UnstoppableChillMachine's solution](#)

**1842.**

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[UnstoppableChillMachine's solution](#)

**1843.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-09 · last AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[UnstoppableChillMachine's solution](#)

**1844.**

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[UnstoppableChillMachine's solution](#)

**1845.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2025-06-07 · last AC: 2025-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[UnstoppableChillMachine's solution](#)

**1846.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2025-06-06 · last AC: 2025-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[UnstoppableChillMachine's solution](#)

**1847.**

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2025-06-05 · last AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[UnstoppableChillMachine's solution](#)

**1848.**

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2025-05-11 · last AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[UnstoppableChillMachine's solution](#)

**1849.**

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: interactive

[UnstoppableChillMachine's solution](#)

**1850.**

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2019-08-01 · last AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[UnstoppableChillMachine's solution](#)

**1851.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[UnstoppableChillMachine's solution](#)

**1852.**

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2025-04-25 · last AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures,

implementation

[UnstoppableChillMachine's solution](#)

**1853.**

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2025-04-08 · last AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[UnstoppableChillMachine's solution](#)

**1854.**

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[UnstoppableChillMachine's solution](#)

**1855.**

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

[UnstoppableChillMachine's solution](#)

**1856.**

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[UnstoppableChillMachine's solution](#)

**1857.**

1250I

[Show Must Go On](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3100 · first AC: 2020-06-08 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, shortest paths

[UnstoppableChillMachine's solution](#)

**1858.**

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2019-02-16 · last AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, trees

[UnstoppableChillMachine's solution](#)

**1859.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[UnstoppableChillMachine's solution](#)

**1860.**

543E

[Listening to Music](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3200 · first AC: 2025-06-05 · last AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[UnstoppableChillMachine's solution](#)

**1861.**

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[UnstoppableChillMachine's solution](#)

**1862.**

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2019-09-16 · last AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[UnstoppableChillMachine's solution](#)

**1863.**

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing

[UnstoppableChillMachine's solution](#)

**1864.**

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2025-06-10 · last AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[UnstoppableChillMachine's solution](#)

**1865.**

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[UnstoppableChillMachine's solution](#)

**1866.**

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[UnstoppableChillMachine's solution](#)

**1867.**

1039E

[Summer Oenothera Exhibition](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3400 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[UnstoppableChillMachine's solution](#)

**1868.**

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2025-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[UnstoppableChillMachine's solution](#)

**1869.**

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[UnstoppableChillMachine's solution](#)

**1870.**

102128A

[Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1871.**

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1872.**

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1873.**

105053F

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

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1874.**

105053I

[Insects, Mathematics, Accuracy, and Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1875.**

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1876.**

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1877.**

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1878.**

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1879.**

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1880.**

104871L

[Labelled Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1881.**

104871A

[Attendance](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1882.**

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1883.**

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1884.**

104871I

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

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1885.**

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1886.**

104871G

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

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1887.**

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1888.**

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1889.**

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1890.**

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1891.**

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1892.**

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1893.**

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1894.**

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · PyPy 3-64 (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1895.**

104288L

[Where Am I? · Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1896.**

104288H

[Prehistoric Programs · Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1897.**

104288J

[Splitstream · Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1898.**

101242F

[Longest Rivers · Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1899.**

101242K

[String Theory · Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1900.**

101242D

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**1901.**

101242A

[Balanced Diet · Tutorial](#)

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**1902.**

101242G

[Oil · Tutorial](#)

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**1903.**

101242B

[Branch Assignment · Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1904.**

101242L

[Swap Space · Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1905.**

101242C

[Ceiling Function · Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1906.**

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1907.**

101471B

[Get a Clue!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1908.**

101471A

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

Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1909.**

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1910.**

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1911.**

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1912.**

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1913.**

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1914.**

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1915.**

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1916.**

104345F

[Making Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1917.**

104345J

[Squirrel Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1918.**

104345D

[Building Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1919.**

104345H

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

Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1920.**

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1921.**

104891B

[Basic Equation Solving](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1922.**

104891G

[Parity Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1923.**

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1924.**

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1925.**

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1926.**

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1927.**

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1928.**

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1929.**

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1930.**

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1931.**

104172L

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

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1932.**

104172A

[TreeScript](#) · [Tutorial](#)

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**1933.**

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1934.**

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1935.**

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1936.**

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1937.**

104197B

[Binary Arrays and Sliding Sums](#) · [Tutorial](#)

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**1938.**

104197G

[Graph Problem With Small  \$n\$](#)  · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1939.**

104197J

[Jewel of Data Structure Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1940.**

104197F

[F\\*\\*\\* 3-Colorable Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1941.**

104197I

[Increasing Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1942.**

104197K

[King of Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1943.**

104197D

[Distance Parities](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1944.**

104197E

[Excellent XOR Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1945.**

104197A

[Adjacent Product Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1946.**

104270B

[Kawa Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1947.**

104270I

[Soldier Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · last AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1948.**

104270L

[Sub-cycle Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1949.**

104270D

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

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1950.**

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1951.**

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1952.**

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1953.**

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1954.**

104270M

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

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1955.**

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1956.**

104427D

[Lonely King](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · last AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1957.**

104427E

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1958.**

104427I

[Visiting Friend](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1959.**

104427B

[Lawyers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1960.**

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1961.**

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1962.**

104427G

[Make Everything White](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1963.**

102511I

[Karel the Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · last AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1964.**

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1965.**

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1966.**

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1967.**

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1968.**

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1969.**

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1970.**

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1971.**

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1972.**

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1973.**

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1974.**

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1975.**

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1976.**

104064I

[IXth Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1977.**

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1978.**

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1979.**

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1980.**

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1981.**

104064G

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

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1982.**

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1983.**

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[UnstoppableChillMachine's solution](#)

**1984.**

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[UnstoppableChillMachine's solution](#)

**1985.**

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[UnstoppableChillMachine's solution](#)

**1986.**

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[UnstoppableChillMachine's solution](#)

**1987.**

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[UnstoppableChillMachine's solution](#)

**1988.**

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[UnstoppableChillMachine's solution](#)

**1989.**

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[UnstoppableChillMachine's solution](#)

**1990.**

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[UnstoppableChillMachine's solution](#)

**1991.**

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[UnstoppableChillMachine's solution](#)

**1992.**

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[UnstoppableChillMachine's solution](#)

**1993.**

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1994.**

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1995.**

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · last AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1996.**

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1997.**

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1998.**

103427L

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

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**1999.**

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2000.**

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2001.**

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2002.**

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2003.**

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2004.**

1663C

[P Ò! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, math

[UnstoppableChillMachine's solution](#)

**2005.**

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, divide and conquer, implementation, math

[UnstoppableChillMachine's solution](#)

**2006.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, expression parsing, trees

[UnstoppableChillMachine's solution](#)

**2007.**

1531E3

[B >D BC,, @ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-30 · last AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: \*special, binary search

[UnstoppableChillMachine's solution](#)

**2008.**

1531E2

[B >D BC,, @ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-29 · last AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: \*special, brute force

[UnstoppableChillMachine's solution](#)

**2009.**

1531E1

[B >D BC,, @ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: \*special

[UnstoppableChillMachine's solution](#)

**2010.**

1531D

[B 5CD0C#B0ja@ D45CÂ C,,=C45D Â 6öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: \*special

[UnstoppableChillMachine's solution](#)

**2011.**

1531C

[B 8CÄieC TBD 8Dt=D'9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: \*special, constructive algorithms, dp

[UnstoppableChillMachine's solution](#)

**2012.**

1531B1

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: \*special

[UnstoppableChillMachine's solution](#)

**2013.**

1531B2

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: \*special

[UnstoppableChillMachine's solution](#)

**2014.**

1531A

[At8CÔ3CT@!color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: \*special, implementation

[UnstoppableChillMachine's solution](#)

**2015.**

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[UnstoppableChillMachine's solution](#)

## 2016.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[UnstoppableChillMachine's solution](#)

## 2017.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[UnstoppableChillMachine's solution](#)

## 2018.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[UnstoppableChillMachine's solution](#)

## 2019.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[UnstoppableChillMachine's solution](#)

## 2020.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[UnstoppableChillMachine's solution](#)

## 2021.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[UnstoppableChillMachine's solution](#)

## 2022.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[UnstoppableChillMachine's solution](#)

## 2023.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[UnstoppableChillMachine's solution](#)

## 2024.

102441G

[Sum of Distances in Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[UnstoppableChillMachine's solution](#)

## 2025.

102441D

[Lis on Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[UnstoppableChillMachine's solution](#)

## 2026.

102441I

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2027.**

102441F

[Random XOR](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2028.**

102441A

[Template for Search](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2029.**

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2030.**

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2031.**

102155I

[\$\\$ \leq \\$\$  or  \$\\$ \geq \\$\$](#)  · [Tutorial](#)

Rating: — · first AC: 2020-08-04 · last AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2032.**

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2033.**

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2034.**

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2035.**

102155G

[Piecewise Linearity](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2036.**

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2037.**

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2038.**

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2039.**

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2040.**

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2041.**

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2042.**

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-30 · last AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2043.**

101741F

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · last AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2044.**

101741G

[Berland Post](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2045.**

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · last AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2046.**

101741K

[Consistent Occurrences](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · last AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2047.**

101741J

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

Rating: — · first AC: 2020-06-29 · last AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2048.**

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · last AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2049.**

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · last AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2050.**

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-19 · GNU C++11 (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2051.**

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · last AC: 2020-06-19 · GNU C++11 (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2052.**

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · last AC: 2020-06-13 · GNU C++11 (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2053.**

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2054.**

101630A

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

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2055.**

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · GNU C++11 (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2056.**

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2057.**

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2058.**

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · last AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2059.**

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2060.**

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2061.**

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2062.**

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2063.**

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2064.**

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2065.**

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2066.**

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2067.**

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2068.**

1319E

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[UnstoppableChillMachine's solution](#)

**2069.**

1319D

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

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[UnstoppableChillMachine's solution](#)

**2070.**

1319C

[Remove Adjacent](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[UnstoppableChillMachine's solution](#)

**2071.**

1319B

[Journey Planning](#) · Tutorial

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[UnstoppableChillMachine's solution](#)

**2072.**

1319A

[Contest for Robots](#) · Tutorial

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[UnstoppableChillMachine's solution](#)

**2073.**

100188F

[@ 60qiaC, =CT9D >D 5D\\$8](#)

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2074.**

100188J

[B GDAD\\$;C,,2D´5 C 8C´5D\\$K C" 1D44D4ICT<](#)

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2075.**

100188D

[@ 60qiaC "C,,1CTBCP](#)

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2076.**

100188C

[B·00Ä0Dò ?D >D BC O Ct0CD0Dt0](#)

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2077.**

100188K

[ADZORAD\\$@Cä:C€](#)

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2078.**

100188L

[A6FD1BC, >CD8CÔ0C▯>C\\$KCR AD\\$@Cä:C€](#)

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2079.**

100188I

[KITNAMORIROMANTIK](#) · Tutorial

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2080.**

100188H

[10102](#) · Tutorial

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2081.**

100188G

[B>D1BC,,@Cä2C▯0](#)

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2082.**

100188E

[@ 60ria" BD4<C =CP](#)

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2083.**

100188B

[AÄÖv2Cª>D 7C,,=CR](#)

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2084.**

100188A

[A\\$5D>DôBCÔ>D BDÂ 2D`8C4@D`HC](#)

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2085.**

1275C

[#define At0CD0D0aB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[UnstoppableChillMachine's solution](#)

**2086.**

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[UnstoppableChillMachine's solution](#)

**2087.**

1275A

[B 3DK\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[UnstoppableChillMachine's solution](#)

**2088.**

102215G

[Akinator](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2089.**

102215D

[Country Division](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2090.**

102215M

[Shlakoblock is live!](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2091.**

102215H

[Missing Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2092.**

102215F

[Friendly Fire](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2093.**

102215K

[Deck Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2094.**

102215I

[Painting a Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2095.**

102215C

[Jumps on a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2096.**

102215E

[Third-Party Software - 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2097.**

102215J

[The Power of the Dark Side - 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2098.**

102215L

[Inscribed Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2099.**

102215B

[Rearrange Columns](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2100.**

102215A

[Rooms and Passages](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2101.**

102386J

[A0D\\$0CÄ0D 8](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2102.**

102386F

[A0C0i8C](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2103.**

102386K

[AÄ00kD, 8 A#0D ;D >CĐ](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2104.**

102386H

[B7C7B CäDCä@D°](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2105.**

102386G

[B4@CiaDÄAC#8CR 1C`8CÔGC,,:C€](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2106.**

102386I

[Aö5DriACT0CÔBCä2C#0](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2107.**

102386D

[A-@D\\$5CÂ 2 C @CÄ8C€](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2108.**

102386B

[B\\$0Dri=C,,@ B4@BD#](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2109.**

102386C

[AÖ0C'4C, >D\\$;C,,GC,,O](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2110.**

102386E

[AäB0riaCd5CÔ=D`5 Cä?CT@C FC,,8](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2111.**

102386A

[B BDri=C,,BCT;DÄAD\\$2Cä 1C HCÔ8](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2112.**

1193A

[Amusement Park](#) · Tutorial

Quality: 465 global accepts · Rating: — · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dp, math

[UnstoppableChillMachine's solution](#)

**2113.**

1193B

[Magic Tree](#) · Tutorial

Quality: 508 global accepts · Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, dp, trees

[UnstoppableChillMachine's solution](#)

**2114.**

1192C

[Cubeword](#) · Tutorial

Quality: 367 global accepts · Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, dp, meet-in-the-middle

[UnstoppableChillMachine's solution](#)

**2115.**

100971J

[Robots at Warehouse](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2116.**

100971H

[Pavel's Party](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2117.**

100971M

[Decomposition into Good Strings](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2118.**

100971I

[Deadline](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2119.**

100971A

[Treasure Island](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2120.**

100971L

[Chess Match](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2121.**

100971K

[Palindromization](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2122.**

100971G

[Repair](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2123.**

100971F

[Two Points](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2124.**

100971D

[Laying Cables](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2125.**

100971B

[Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2126.**

100971C

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2127.**

101270D

[BTOOD\\$K](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2128.**

101270F

[B\\$Dd'9 D 0D GCTB](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2129.**

101270G

[A000rD ?C @Cä;CT9](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2130.**

101270I

[A5D BCÔ8DdK](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2131.**

101270J

[A@Cä?D4ICT=CÔKC' 2D'7Cä2](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2132.**

101270B

[A@Cä40CÔ8Ct0Dd8Dò BD CCD0](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2133.**

101270E

[B,00 K](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2134.**

101270K

[AãCöA C\\$>Ct<Cä6CÔ>D BCT9](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2135.**

101270A

[AD50AD\\$2C,,BCT;DÄ=Cä 2C 6CÔKCR 2CTIC€](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2136.**

101270L

[AãD BCäOD\\$5C`LD BC\\$0](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2137.**

101270H

[ATC=C,,5](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2138.**

390D

[Inna and Sweet Matrix](#) · Tutorial

Quality: 539 global accepts · Rating: — · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[UnstoppableChillMachine's solution](#)

**2139.**

392B

[Tower of Hanoi](#) · Tutorial

Quality: 1,053 global accepts · Rating: — · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[UnstoppableChillMachine's solution](#)

**2140.**

1003558

[ASCOBCT@D°](#)

Rating: — · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2141.**

100091C

[C](#) · Tutorial

Rating: — · first AC: 2018-01-16 · last AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2142.**

100088B

[B](#) · Tutorial

Rating: — · first AC: 2017-12-13 · last AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2143.**

100088A

[A](#) · Tutorial

Rating: — · first AC: 2017-12-13 · last AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2144.**

100083E

[ATCäBC,,2Cä?Cä6C @CÔ0Dò 1CT7Cä?C ACÔ>D\\$L](#)

Rating: — · first AC: 2017-12-12 · last AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2145.**

100083F

[ASCOBCT=C AC FC,,O C4@C DC](#)

Rating: — · first AC: 2017-12-12 · last AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2146.**

100083D

[BSDriö, ACäGC`5CÔ5CÔ8Dö](#)

Rating: — · first AC: 2017-12-12 · last AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2147.**

100083C

[AÄDiöD°](#)

Rating: — · first AC: 2017-12-12 · last AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2148.**

100083B

[A5CjACc FC,,:C`0](#)

Rating: — · first AC: 2017-12-12 · last AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2149.**

100083A

[A0@CT4Cä:](#)

Rating: — · first AC: 2017-12-12 · last AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2150.**

100397A

[A;CToDa!8 D BCT9C](#)

Rating: — · first AC: 2019-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2151.**

100397B

[B03Cä4D² 4C`O C`5CÄCD >C](#)

Rating: — · first AC: 2019-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2152.**

100397C

[AÄ>Dfied`9 C\\$7D KC](#)

Rating: — · first AC: 2019-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2153.**

100397D

[A :GäGGD0 Cö@C 7CD=C,,:Cfö](#)

Rating: — · first AC: 2019-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2154.**

100397E

[AÄ50räC =](#)

Rating: — · first AC: 2019-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2155.**

101939K

[B·00\\$=Eä<CT@CÔ>CR 4CT;CT=C,,5 CD5D 5C\\$0](#)

Rating: — · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2156.**

101939C

[A00C78CÔ4D >CÄ=D`5 D ;C 3C 5CÄKCP](#)

Rating: — · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2157.**

101939I

[B\\$0CÔ4CT<CÔ0Dò AD\\$@Cä:C](#)

Rating: — · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2158.**

101939H

[AäGCT@CT4DÄ 2 C=0D AD°](#)

Rating: — · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2159.**

101939J

[A78008CÄ0C'LCÔ>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2160.**

101939E

[B\\$>DIB](#)

Rating: — · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2161.**

101939G

[A00DäC'L](#)

Rating: — · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2162.**

101939D

[A5045'LCÔKC' <C 3C 7C,,=](#)

Rating: — · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2163.**

101939F

[AD@D43 C,,;C, 2D 0C0](#)

Rating: — · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2164.**

101939B

[A500BD >C'LCÔ0Dđ](#)

Rating: — · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2165.**

101939A

[A70Cä8Ct2Cä4D BC\\$> Cä5CäACä2](#)

Rating: — · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2166.**

100174E

[A40D@Cä CäBD\\$5D 8 C 8D\\$2C 7C %Cä3C\\$0D BD](#)

Rating: — · first AC: 2018-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2167.**

100174C

[A40D@Cä CäBD\\$5D 8 Cd5C'5Ct=C O CD>D >C40](#)

Rating: — · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2168.**

100174D

[A40D@Cä CäBD\\$5D 8 At0C² D >D >Dt5D BC](#)

Rating: — · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2169.**

100174B

[A40D@Cä CäBD\\$5D 8 B 0D ?D 5CD5C'ODäic O B,,;D6?C](#)

Rating: — · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2170.**

100174A

[Tutorial](#)  
**A40D@C CäBD\$5D 8 CÔ>D Cä;C =-CD5-AA>D BC**

Rating: — · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2171.**

101788L

[Tutorial](#)  
**Xor D,10DriC**

Rating: — · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2172.**

101788C

[Tutorial](#)  
**B4C\$CT=C,,5 Cö@Dö<CäCC4>C`LCÔ8C#>C**

Rating: — · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2173.**

101788J

[Tutorial](#)  
**Aö×0#D**

Rating: — · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2174.**

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: — · first AC: 2018-06-21 · last AC: 2018-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[UnstoppableChillMachine's solution](#)

**2175.**

101788I

**BÔAD\$ÔDD5D\$0**

Rating: — · first AC: 2018-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2176.**

101788H

[Captcha](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2177.**

101788G

**B,,BDD@ Cä2C =CÔKC' :C ;DÄ:D4;DöBCä@**

Rating: — · first AC: 2018-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2178.**

101788F

[K-pop](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2179.**

101788E

**A 1D\$C ;DÄ=C O Ct0CD0Dt0**

Rating: — · first AC: 2018-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2180.**

101788B

**A#B\$C"AC#8CR :Cä=DD5D\$K**

Rating: — · first AC: 2018-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2181.**

101788A

[B Tonic](#), [5CÔ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2018-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2182.**

101755M

[Forgotten Spell](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2183.**

101755H

[Safe Path](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2184.**

101755K

[Video Reviews](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2185.**

101755F

[Tree Restoration](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2186.**

101755B

[Minimal Area](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2187.**

101755C

[Third-Party Software](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2188.**

101755L

[Queries on a String](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2189.**

101755J

[Parallelograms](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2190.**

101755A

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

Rating: — · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2191.**

101755E

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

Rating: — · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2192.**

101753C

[AÖ>ÖK' :Cä@C 1C'L](#)

Rating: — · first AC: 2018-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2193.**

101753B

[A65DjD? 8 Cα>CÔ2CT@D\\$5D](#)

Rating: — · first AC: 2018-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2194.**

101753A

[A\\$>C@C AD\\$0DäIC,,9 CÄ0D AC,,2](#)

Rating: — · first AC: 2018-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2195.**

100680C

[A B0\\$@C :Dd8Cä=](#)

Rating: — · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2196.**

1005862

[Aö@Cj7D°](#)

Rating: — · first AC: 2018-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2197.**

1005861

[ASKröD 7C ;C](#)

Rating: — · first AC: 2018-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2198.**

100070E

[E · Tutorial](#)

Rating: — · first AC: 2017-12-27 · last AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2199.**

100070L

[L · Tutorial](#)

Rating: — · first AC: 2017-12-27 · last AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2200.**

100070I

[I · Tutorial](#)

Rating: — · first AC: 2017-12-27 · last AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2201.**

100070B

[B · Tutorial](#)

Rating: — · first AC: 2017-12-27 · last AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2202.**

1012925

[A-2D\\$>CÄ0D\\$8Ct8D >C\\$0CÔ=Cä5 D4?D 0C\\$;CT=C,,5 CD>D BC 2Cα>C•](#)

Rating: — · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2203.**

1012926

[A · Tutorial](#), [>C' ;C,,=CT9CÔKC' :Cä;C'0C"4CT@](#)

Rating: — · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2204.**

1012927

[B · Tutorial](#), [8000\\$KCR ?Cä;Dö](#)

Rating: — · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2205.**

100070J

[J · Tutorial](#)

Rating: — · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2206.**

100070H

[H · Tutorial](#)

Rating: — · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2207.**

100070K

[K · Tutorial](#)

Rating: — · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2208.**

100070F

[F · Tutorial](#)

Rating: — · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2209.**

100070D

[D · Tutorial](#)

Rating: — · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2210.**

100070C

[C · Tutorial](#)

Rating: — · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2211.**

100070A

[A · Tutorial](#)

Rating: — · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2212.**

101640D

[Road Building · Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2213.**

100119D

[D · Tutorial](#)

Rating: — · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2214.**

101187F

[A7CCT>C @C 7Cä2C =C,,5 D\\$0C ;C,,FD°](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2215.**

101187C

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

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2216.**

101187B

[A2D\\$C CD](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2217.**

101187K

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

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2218.**

101187I

[AäDíGCÔKC' <C ;DäGC,,:](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2219.**

101187A

[A7CÓD\\$KCR AC`8D\\$:C€](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2220.**

101171G

[A\\$7D`K\\$>Cô>D\\$0CÀ](#)

Rating: — · first AC: 2017-12-05 · last AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2221.**

101171H

[A\\$D`AD\\$0CÔ>C\\$;CT=C,,5 Dt8D ;C](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2222.**

101171D

[A7CÓDd5C\\$KCR 4Cä@Cä3C€](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2223.**

101171E

[A7CÓCäC` ;CT:D\\$8C\\$8Ct<!](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2224.**

101171J

[B\\$D`D`5 Cä>CÄ=C BD°](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2225.**

101171I

[B 70T@C=0DäIC,,5 Cò;DäAD°](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2226.**

101171A

[A TDo#ÄÖCÔBD4;D°](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2227.**

101171K

[AÖ>ÖK' GCT<Cä4C =](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2228.**

101171C

[AŠ>ÖHCT1CÔKCR AD4ICTAD\\$2C](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2229.**

100850E

[A TÖÖBÄ0D\\$5C`LCÔ>CR 4CT6D4@D BC\\$>](#)

Rating: — · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2230.**

100850J

[Aô@ÖäAD\\$0Dò ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BDÂ FC,,DD](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2231.**

100850G

[BD8DjalC€](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2232.**

100850H

[AäBD10D" >C >D,,8C :C E](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2233.**

100850I

[Aä1CÄ5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2234.**

100850F

[B TÖÖBäCò>Cd0D\\$8Dö](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2235.**

100850A

[A 3D>Ö>CÄÔ;Dä1C,,BCT;DÀ](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2236.**

101619A

[B 0DAG'5CD>C\\$0CÔ8CR CC 8C"AD\\$2C](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2237.**

101619H

[A,=D\\$5D 5D =C O Ct0C40CD:C](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2238.**

101619C

[A NCD6CTB](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2239.**

101619G

[B,COA](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2240.**

101619F

[A5>CD>Ct@C,,BCT;DÄ=C O D BD >C#0](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2241.**

101619I

[A 50C#G60D =D`9 C60D >C`L](#)

Rating: — · first AC: 2017-11-30 · last AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2242.**

101619B

[A >DÄ1D# 2 A\\$>D BCäGCÔ>CÂ -C#ACô@CTAD 5](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2243.**

101619J

[B B016,,;DÄ=CäAD\\$L D\\$@C =Ct0C#FC,,9](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2244.**

101619E

[Aô@Cä=C,,:CÔ>C\\$5CÔ8CR 2 D 5C`8C#2C @C,,9](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2245.**

101619K

[AS0C4#CÔK A\\$>D BCäGCÔ>C4> BÔ:D ?D 5D AC](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2246.**

101609C

[Aô@D16C#8 D ?Cä2Cä@CäBCä<](#)

Rating: — · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2247.**

101609I

[AddDiff](#)

Rating: — · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2248.**

101585B

[Big Triangle on The Moon](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2249.**

101585I

[Addition](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2250.**

101585J

[AD>C@D'9 CÄ0C0](#)

Rating: — · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2251.**

101585K

[A@C@2CT@C#0 CÄ0D HD CD\\$>C](#)

Rating: — · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2252.**

101585L

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

Rating: — · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2253.**

101585E

[Fill the Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2254.**

101585A

[Add, Sub and Count Ones](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2255.**

101585C

[Closing Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2256.**

101585F

[Buddy numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2257.**

100923G

[Por Costel and the Orchard](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2258.**

100923J

[Por Costel and Pinball](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2259.**

100923K

[Por Costel and the Firecracker](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2260.**

100923F

[Por Costel and the Alien Invasion](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2261.**

100923B

[Por Costel and the Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2262.**

100923H

[Por Costel and the Match](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2263.**

100923I

[Por Costel and the Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2264.**

100923L

[Por Costel and the Semipalindromes](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2265.**

100923A

[Por Costel and Azerah](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2266.**

100266J

[B T C C @ C T < C B C , , 7 C A](#)

Rating: — · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2267.**

100266H

[A C C C 8 C 0 4 D > C A = D ' 5 D t 8 D ; C](#)

Rating: — · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2268.**

100266G

[A a A C T = C 0 8 C ' ? C @ C](#)

Rating: — · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2269.**

100266C

[A\\$7C0sCÂ HC,,DD 0](#)

Rating: — · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2270.**

100266D

[A B C 5Ct=DÀ](#)

Rating: — · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2271.**

100266E

[B 0C40T;CT=C,,5 C#>D >C`5C\\$AD\\$2C](#)

Rating: — · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2272.**

100266F

[A t0C40CD>Dt=Cä5 D4@C 2CÔ5CÔ8CP](#)

Rating: — · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2273.**

100266A

[A 0CÔa!](#)

Rating: — · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2274.**

100266B

[B B C 2C#0](#)

Rating: — · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2275.**

101614A

[A 2D\\$#CD>Cô>C´=CT=C,,5](#)

Rating: — · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2276.**

101614F

[B\\$@CF=C,,@ Cä2C#8 B\\$>D 0](#)

Rating: — · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2277.**

101614H

[A tA0GKD\\$0CÔ8CP](#)

Rating: — · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2278.**

101614D

[A,,3D0i0 GC,,AC`0CÄ8](#)

Rating: — · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2279.**

101614C

[Aô5C0502 A A AC40D 4C](#)

Rating: — · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2280.**

101614G

[A@C@C,,2Cä5 D†8D ;Cà](#)

Rating: — · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2281.**

101614B

[A>C@C, \(C ECÄ0D\\$K](#)

Rating: — · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2282.**

101609F

[B B D \\$ C \\$ O C Ô 8 C P](#)

Rating: — · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2283.**

101609J

[B 5D\\$2C,=D\\$8CÂ Gv-çFW](#)

Rating: — · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2284.**

101609H

[B T D ? C,,AC =C,,5](#)

Rating: — · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2285.**

101609D

[Aô5C0iAd†5D\\$K C" AD\\$@Cän](#)

Rating: — · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2286.**

101609K

[AD@Cä1C`5CÔ8CP](#)

Rating: — · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2287.**

101609E

[B T C@D`5 Dd8DD@D°](#)

Rating: — · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2288.**

101609G

[AôD rj@ CT4CÔODò 1C,,BC\\$0](#)

Rating: — · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2289.**

101609A

[A†C@CäCÔ>CÄ5D =CäAD\\$8](#)

Rating: — · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2290.**

101590I

[OpenAI XO · Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2291.**

101590J

[A0UA0](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2292.**

101590G

[B88DD@C](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2293.**

101590E

[B\\$00iC,,FC](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2294.**

101590B

[A F0cãDt5C”=](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2295.**

101590K

[A 0D 0D\\$8CÔ>](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2296.**

101590A

[A 0008C#0](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2297.**

100044K

[A 5D 5C`5C\\$AC#0Dò 4C,,=C AD\\$8Dö](#)

Rating: — · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2298.**

100044G

[A 0CÔ#D](#)

Rating: — · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2299.**

100044H

[B 0Crial](#)

Rating: — · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2300.**

100044F

[A 0040Ct8CĐ](#)

Rating: — · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2301.**

100044D

[A 4D 1B C,,=C,,FC](#)

Rating: — · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2302.**

100044A

[AÖDQ; rCä;DÄHC,,9 Cä1D”8C’ 4CT;C,,BCT;DÄ](#)

Rating: — · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2303.**

100599G

[B\\$CöidD4;CT=D\\$=CäAD\\$L](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2304.**

100599D

[AÖ=C\\$D 5C’LCP](#)

Rating: — · first AC: 2017-11-02 · last AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2305.**

100599E

[A,,=D\\$5C’;CT:D\\$CC ;DÄ=D’9 CäBCöCD :](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2306.**

100599B

[ABC · Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2307.**

100599F

[B·@CT4C,,7CT<DÄ5 C" >Cö0D =CäAD\\$8](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2308.**

100599H

[Bö7D Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2309.**

100599C

[B·DöaCö@CäA](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2310.**

100805H

[Three States · Tutorial](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2311.**

100805B

[Median Smoothing · Tutorial](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2312.**

100805F

[Rescue Rangers · Tutorial](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2313.**

100805J

[A@C@AC,,2D`5 C#;CTBCäGC#8](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2314.**

100805I

[A@C@#0TBC D41C`8C](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2315.**

100805D

[Re-branding · Tutorial](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2316.**

100805E

[B U@2@T4CT=C,,5 CD@C :Cä=Cä2](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2317.**

100805C

[A#B@ä=C 7C 2Cä4CR ECä7Dö8C@](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2318.**

100805G

[Wizard Fight · Tutorial](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2319.**

100805A

[A @C@BC =D :C,,5 D4GCT=D`5](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2320.**

100529K

[A@C@TAD\\$8C#8-CÔ>C`8C#8](#)

Rating: — · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2321.**

100529C

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

Rating: — · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2322.**

100529F

[AÔTAB! AÔ A](#)

Rating: — · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2323.**

100529J

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

Rating: — · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2324.**

100529E

[A,000](#)

Rating: — · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2325.**

100529H

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

Rating: — · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2326.**

100529B

[B,00T@C BD°](#)

Rating: — · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2327.**

100529G

[AÄ5D@C,=](#)

Rating: — · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2328.**

100529D

[ADNCÔK](#)

Rating: — · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2329.**

100529A

[ABCD-C@](#)

Rating: — · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2330.**

100799H

[BôAd\\$0DD5D\\$0](#)

Rating: — · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2331.**

101529E

[B GCAD\\$;C,,2D´9 C 8C´5D\\$8C](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2332.**

101529D

[BÔTÔ:BD\\$ @C,,:-C@>C\\$1Cä9 AD6Cà](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2333.**

101529C

[BD8D\\$eCTAD Ô:C´CC](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2334.**

101529I

[Aö@Cä2Cä4C](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2335.**

101529G

[BTDn=C=0](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2336.**

101529A

[A,=D\\$D =CTB-C 0CÔ:C,,=C0](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2337.**

101529F

[BdBCn=C,,GCTAC=8CR ?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2338.**

101530A

[AÄ>DiB CäAD\\$@Cä5CÔ8CP](#)

Rating: — · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2339.**

101530G

[AÄ>D.:C\\$0i2042](#)

Rating: — · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2340.**

101530E

[A=CCial](#)

Rating: — · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2341.**

101530F

[AD>CÄ0D,,=CT5 Ct0CD0CÔ8CP](#)

Rating: — · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2342.**

101530B

[A=ODD5](#)

Rating: — · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2343.**

101530D

[B 10Cä@C=0 C= >CÄ?DÄND\\$5D >C](#)

Rating: — · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2344.**

101530I

[B BC=0d8Dò !Cä@D\\$8D >C\\$>Dt=C O](#)

Rating: — · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2345.**

101580J

[AD=CÄBCÔ>D,,:C€](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2346.**

101580F

[B 5Dd8C ;DÄ=C O D 5D\\$L](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2347.**

101580H

[B55CÄ?CT@C BD4@C 2Cä7CDCDT0](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2348.**

101580I

[AÄ001Kc=0C`LCÔKCR :C`0D AC,,;C€](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2349.**

101580G

[B UD?D 5CD5C`5CÔ8CR @C 1CäB](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2350.**

101580E

[A55CTeCÔKCR >C JCT:D\\$K](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2351.**

101580D

[A55D5C D0D:t0 CD0CÔ=D`E](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2352.**

101580C

[B55D BCä2D`5 Cö>C`5D\\$K](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2353.**

101580A

[berPhone · Tutorial](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2354.**

101580B

[A ND>C@C BC,,O](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2355.**

100799E

[AD50i5CÔ8CP](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2356.**

100799B

[AD50ÖL D >Cd4CT=C,,O](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2357.**

100799K

[A@C#1C#8](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2358.**

100799J

[A@C#1C#8](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2359.**

100799G

[B@C#D](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2360.**

100799D

[A@C#1C#8](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2361.**

100799I

[B@C#A C =](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2362.**

100799F

[A@C#1C#8](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2363.**

101136B

[A@C#1C#8](#)

Rating: — · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2364.**

101136I

[A@C#1C#8](#)

Rating: — · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2365.**

101136J

[B@C#1C#8](#)

Rating: — · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2366.**

101136H

[A@C#1C#8](#)

Rating: — · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2367.**

101136A

[A@C#1C#8](#)

Rating: — · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2368.**

101136D

[B0A00C`0D\\$>D](#)

Rating: — · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2369.**

100132D

[A5D>C0>D 0CD:C€](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2370.**

100063D

[D · Tutorial](#)

Rating: — · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2371.**

100063E

[E · Tutorial](#)

Rating: — · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2372.**

100063F

[F · Tutorial](#)

Rating: — · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2373.**

100063C

[C · Tutorial](#)

Rating: — · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2374.**

100063H

[H · Tutorial](#)

Rating: — · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2375.**

100063B

[B · Tutorial](#)

Rating: — · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2376.**

101293G

[BD>D\\$>C4@C DC,,O](#)

Rating: — · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2377.**

101293H

[B.Tutorial](#)

Rating: — · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2378.**

101293D

[A000rC@ C 3C @C,,=C](#)

Rating: — · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2379.**

101293C

[B BD=8 BD8C >CÔDtGC€](#)

Rating: — · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2380.**

101293F

[AÄ×CÔAD\\$@D°](#)

Rating: — · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2381.**

101293A

[AD5DT6C BDÂ AD\\$@Câ9 - 3](#)

Rating: — · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2382.**

101293E

[A,3D0i0 3D 0DD>CÀ](#)

Rating: — · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2383.**

101293B

[ASKDi0Cd5CÔ8CP](#)

Rating: — · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2384.**

100132H

[B BD00Ô=D`9 C4>D >C@](#)

Rating: — · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2385.**

100132K

[AS0CâC, @D :C,,5 Dt8D ;C](#)

Rating: — · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2386.**

100132E

[A 70dGT<C,,O AD6CT4C 5C](#)

Rating: — · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2387.**

100132I

[ADt0r0CÔKC' ?C,,BCâ=](#)

Rating: — · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2388.**

100132B

[B70CâB,,GCTAC#0Dò ?CT@CTAD\\$0CÔ>C\\$:C](#)

Rating: — · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2389.**

100132A

[B 50r0 <CÔKC' IC,,B](#)

Rating: — · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2390.**

100132G

[B\\$CöaD" :CäBCä2](#)

Rating: — · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2391.**

101296E

[AD50fäC\\$KCR 2D BD 5Dt8](#)

Rating: — · first AC: 2017-10-07 · last AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2392.**

101296G

[B 0065D 7C\\$5Ct4C](#)

Rating: — · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2393.**

101296H

[AöC0\\$D,,5D BC\\$8CP](#)

Rating: — · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2394.**

101296F

[B 5 Cä1D"5CÔ8CP](#)

Rating: — · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2395.**

101296D

[AÄ0rAC,,0CÔAC=8C' 4D CC0](#)

Rating: — · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2396.**

101296A

[B 5065D 2CÔ>CR :Cä?C,,@ Cä2C =C,,5](#)

Rating: — · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2397.**

101296B

[B,80D@ Cä2C=0](#)

Rating: — · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2398.**

101551A

[A 000D4=D\\$K](#)

Rating: — · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2399.**

101551D

[A0,CäEC O CÄ=Cä3Cä7C 4C GCÔ>D BDÄ](#)

Rating: — · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2400.**

101551B

[AliKingspress · Tutorial](#)

Rating: — · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2401.**

101551E

[B · Tutorial](#)

Rating: — · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2402.**

101551G

[A · Tutorial](#)

Rating: — · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2403.**

100062E

[E · Tutorial](#)

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2404.**

100062I

[I · Tutorial](#)

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2405.**

100062D

[D · Tutorial](#)

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2406.**

100062G

[G · Tutorial](#)

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2407.**

100062B

[B · Tutorial](#)

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2408.**

100062C

[C · Tutorial](#)

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2409.**

100062A

[A · Tutorial](#)

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2410.**

100549J

[A · Tutorial](#)

Rating: — · first AC: 2017-09-23 · last AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2411.**

100549G

[A · Tutorial](#)

Rating: — · first AC: 2017-09-23 · last AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2412.**

100549A

[A@CäDCTAD >D %C >D](#)

Rating: — · first AC: 2017-09-23 · last AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2413.**

100817C

[CSS Is Awesome](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · last AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2414.**

100817B

[Bomb Has Been Planted](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · last AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2415.**

100817K

[Key Number](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · last AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2416.**

100817L

[Looking for Next String](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · last AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2417.**

100296C

[A4=0CäD 8 Aä4C,=Cä:C O C4>D 0](#)

Rating: — · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2418.**

100296I

[A5D 5D\\$OC48C\\$0CÔ8CR :C =C BC](#)

Rating: — · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2419.**

100296E

[B5C 5D >CÔ=D 5 CÔ>CÄ5D 0](#)

Rating: — · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2420.**

100296D

[A5Cä@ C AC=0 Ct0C >D 0](#)

Rating: — · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2421.**

100296G

[Aö@Cä7D°](#)

Rating: — · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2422.**

100296H

[A@UD%8D"5CÔ=Cä5 D >CT4C,=CT=C,,5](#)

Rating: — · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2423.**

100296B

[A4DxCB'CP](#)

Rating: — · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2424.**

100549D

[A3D00](#)

Rating: — · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2425.**

100549E

[A4800sD\\$5Ct0 Că1 Că1Că1D”5CÔ=Că< Că>CÔ5](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[UnstoppableChillMachine's solution](#)

**2426.**

100549I

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**2435.**

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**2436.**

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**2438.**

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