

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

<https://cfelitetracker.vercel.app>

Unique solved — VArtem

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

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

Filters: none

Count: 642

- 1.**
2002A
[Distanced Coloring](#) · [Tutorial](#)
Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · Java 21 (first AC) · Tags: constructive algorithms, implementation, math
[VArtem's solution](#)
- 2.**
1975A
[Bazoka and Mocha's Array](#) · [Tutorial](#)
Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · Java 21 (first AC) · Tags: brute force, greedy, implementation, sortings
[VArtem's solution](#)
- 3.**
1769A
~~B47C@Dò 4Cä@ Cä3C~~
Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-14 · Kotlin 1.7 (first AC) · Tags: *special, math
[VArtem's solution](#)
- 4.**
1672B
[I love AAAB](#) · [Tutorial](#)
Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · Java 11 (first AC) · Tags: constructive algorithms, implementation
[VArtem's solution](#)
- 5.**
1672A
[Log Chopping](#) · [Tutorial](#)
Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · Java 11 (first AC) · Tags: games, implementation, math
[VArtem's solution](#)
- 6.**
1466B
[Last minute enhancements](#) · [Tutorial](#)
Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · Java 11 (first AC) · Tags: dp, greedy
[VArtem's solution](#)
- 7.**
1466A
[Bovine Dilemma](#) · [Tutorial](#)
Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · Java 11 (first AC) · Tags: brute force, geometry, math
[VArtem's solution](#)
- 8.**
1209A
[Paint the Numbers](#) · [Tutorial](#)
Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: greedy, implementation, math
[VArtem's solution](#)
- 9.**
1043A
[Elections](#) · [Tutorial](#)
Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: implementation, math
[VArtem's solution](#)
- 10.**
1002A1
[Generate superposition of all basis states](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 800 · first AC: 2018-07-08 · Q# (first AC) · Tags: *special

[VArtem's solution](#)

11.

855A

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

Quality: 27,347 global accepts · Rating: 800 · first AC: 2017-09-24 · Java 8 (first AC) · Tags: brute force, implementation, strings

[VArtem's solution](#)

12.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2017-05-13 · Java 8 (first AC) · Tags: brute force, implementation

[VArtem's solution](#)

13.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,735 global accepts · Rating: 800 · first AC: 2017-03-11 · Java 8 (first AC) · Tags: *special, implementation

[VArtem's solution](#)

14.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · Java 8 (first AC) · Tags: brute force, graphs, math, number theory

[VArtem's solution](#)

15.

750A

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

Quality: 92,557 global accepts · Rating: 800 · first AC: 2016-12-30 · Java 8 (first AC) · Tags: binary search, brute force, implementation, math

[VArtem's solution](#)

16.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-29 · Java 7 (first AC) · Tags: implementation

[VArtem's solution](#)

17.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: constructive algorithms, math

[VArtem's solution](#)

18.

472A

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

Quality: 70,772 global accepts · Rating: 800 · first AC: 2014-09-28 · Java 8 (first AC) · Tags: math, number theory

[VArtem's solution](#)

19.

467A

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

Quality: 155,936 global accepts · Rating: 800 · first AC: 2014-09-18 · Java 8 (first AC) · Tags: implementation

[VArtem's solution](#)

20.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,236 global accepts · Rating: 800 · first AC: 2014-05-02 · Java 7 (first AC) · Tags: implementation

[VArtem's solution](#)

21.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,102 global accepts · Rating: 800 · first AC: 2014-04-15 · Perl (first AC) · Tags: *special, implementation

[VArtem's solution](#)

22.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2014-01-24 · Java 7 (first AC) · Tags: implementation

[VArtem's solution](#)

23.

386A

[Second-Price Auction](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 800 · first AC: 2014-01-16 · Java 7 (first AC) · Tags: implementation

[VArtem's solution](#)

24.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-13 · Java 7 (first AC) · Tags: *special, implementation, sortings

[VArtem's solution](#)

25.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,274 global accepts · Rating: 800 · first AC: 2013-03-13 · Java 7 (first AC) · Tags: implementation

[VArtem's solution](#)

26.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2012-04-03 · Java 6 (first AC) · Tags: *special, brute force, implementation

[VArtem's solution](#)

27.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,465 global accepts · Rating: 800 · first AC: 2012-03-03 · Java 6 (first AC) · Tags: *special, implementation

[VArtem's solution](#)

28.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,703 global accepts · Rating: 800 · first AC: 2010-12-20 · Java 6 (first AC) · Tags: greedy, math

[VArtem's solution](#)

29.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · Python 3 (first AC) · Tags: *special, implementation, interactive

[VArtem's solution](#)

30.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · Java 8 (first AC) · Tags: brute force, implementation, strings

[VArtem's solution](#)

31.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · Java 8 (first AC) · Tags: implementation, strings

[VArtem's solution](#)

32.

369A

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

Quality: 12,220 global accepts · Rating: 900 · first AC: 2013-11-29 · Java 7 (first AC) · Tags: greedy, implementation

[VArtem's solution](#)

33.

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 900 · first AC: 2010-12-12 · Java 6 (first AC) · Tags: implementation, schedules

[VArtem's solution](#)

34.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2010-11-13 · GNU C++ (first AC) · Tags: implementation

[VArtem's solution](#)

35.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,489 global accepts · Rating: 900 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: implementation

[VArtem's solution](#)

36.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · Java 21 (first AC) · Tags: constructive algorithms, games

[VArtem's solution](#)

37.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · Java 21 (first AC) · Tags: brute force, greedy, math, sortings

[VArtem's solution](#)

38.

1769B1

[A = 1068D > C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-14 · Kotlin 1.7 (first AC) · Tags: *special, brute force, implementation, math

[VArtem's solution](#)

39.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · Java 8 (first AC) · Tags: sortings

[VArtem's solution](#)

40.

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · Java 8 (first AC) · Tags: implementation

[VArtem's solution](#)

41.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-17 · Java 7 (first AC) · Tags: *special, constructive algorithms

[VArtem's solution](#)

42.

500A

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

Quality: 62,690 global accepts · Rating: 1000 · first AC: 2014-12-30 · Java 8 (first AC) · Tags: dfs and similar, graphs, implementation

[VArtem's solution](#)

43.

385A

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

Quality: 17,324 global accepts · Rating: 1000 · first AC: 2014-01-24 · Java 7 (first AC) · Tags: brute force, greedy, implementation

[VArtem's solution](#)

44.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,266 global accepts · Rating: 1000 · first AC: 2013-12-30 · Java 7 (first AC) · Tags: implementation

[VArtem's solution](#)

45.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1000 · first AC: 2013-12-08 · Java 7 (first AC) · Tags: greedy, implementation, math

[VArtem's solution](#)

46.

178A2

[Educational Game](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 1000 · first AC: 2012-04-28 · Java 6 (first AC) · Tags: greedy

[VArtem's solution](#)

47.

178A1

[Educational Game](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 1000 · first AC: 2012-04-28 · Java 6 (first AC) · Tags: —

[VArtem's solution](#)

48.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2011-08-29 · Java 6 (first AC) · Tags: brute force, implementation

[VArtem's solution](#)

49.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2011-08-13 · Java 6 (first AC) · Tags: math

[VArtem's solution](#)

50.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,871 global accepts · Rating: 1000 · first AC: 2011-04-15 · Java 6 (first AC) · Tags: implementation

[VArtem's solution](#)

51.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation

[VArtem's solution](#)

52.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: greedy, implementation

[VArtem's solution](#)

53.

1001A

[Generate plus state or minus state](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2018-07-02 · Q# (first AC) · Tags: *special

[VArtem's solution](#)

54.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · Java 8 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[VArtem's solution](#)

55.

754B

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

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · Java 8 (first AC) · Tags: brute force, implementation

[VArtem's solution](#)

56.

638A

[Home Numbers](#) · [Tutorial](#)

Quality: 4,374 global accepts · Rating: 1100 · first AC: 2016-03-21 · Java 8 (first AC) · Tags: *special, constructive algorithms, math

[VArtem's solution](#)

57.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · Java 7 (first AC) · Tags: brute force, math, number theory

[VArtem's solution](#)

58.

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-01-29 · Java 7 (first AC) · Tags: constructive algorithms

[VArtem's solution](#)

59.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2015-01-27 · Java 8 (first AC) · Tags: brute force

[VArtem's solution](#)

60.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · Java 8 (first AC) · Tags: implementation

[VArtem's solution](#)

61.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-09-26 · Java 8 (first AC) · Tags: implementation

[VArtem's solution](#)

62.

467B

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

Quality: 42,851 global accepts · Rating: 1100 · first AC: 2014-09-18 · Java 8 (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[VArtem's solution](#)

63.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2014-05-02 · Java 7 (first AC) · Tags: data structures, implementation

[VArtem's solution](#)

64.

382A

[Ksenia and Pan Scales](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2014-01-17 · Java 7 (first AC) · Tags: greedy, implementation

[VArtem's solution](#)

65.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: implementation

[VArtem's solution](#)

66.

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 1100 · first AC: 2012-04-28 · Java 6 (first AC) · Tags: greedy

[VArtem's solution](#)

67.

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 1100 · first AC: 2012-03-09 · Java 6 (first AC) · Tags: *special, greedy, sortings

[VArtem's solution](#)

68.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,823 global accepts · Rating: 1100 · first AC: 2012-03-03 · Java 6 (first AC) · Tags: *special, greedy, implementation

[VArtem's solution](#)

69.

103A

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

Quality: 6,573 global accepts · Rating: 1100 · first AC: 2011-08-07 · Java 6 (first AC) · Tags: greedy, implementation, math

[VArtem's solution](#)

70.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2011-05-06 · Java 6 (first AC) · Tags: implementation, math

[VArtem's solution](#)

71.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · Java 21 (first AC) · Tags: brute force, geometry, greedy, math

[VArtem's solution](#)

72.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · Java 21 (first AC) · Tags: binary search, brute force, greedy

[VArtem's solution](#)

73.

1769C1

[A67C01d CD\\$:C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-15 · Kotlin 1.7 (first AC) · Tags: *special, brute force, dp, greedy

[VArtem's solution](#)

74.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: implementation

[VArtem's solution](#)

75.

1002D1

[Oracle for \$f\(x\) = b * x \bmod 2\$](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 1200 · first AC: 2018-07-08 · Q# (first AC) · Tags: *special

[VArtem's solution](#)

76.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · Java 8 (first AC) · Tags: geometry, math

[VArtem's solution](#)

77.

754A

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

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2017-01-06 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[VArtem's solution](#)

78.

717C

[Potions Homework](#) · [Tutorial](#)

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

[VArtem's solution](#)

79.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[VArtem's solution](#)

80.

639A

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

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · Java 8 (first AC) · Tags: implementation

[VArtem's solution](#)

81.

645B

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

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: greedy, math

[VArtem's solution](#)

82.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: brute force, constructive algorithms, implementation

[VArtem's solution](#)

83.

523A

[Rotate, Flip and Zoom](#) · [Tutorial](#)

Quality: 2,856 global accepts · Rating: 1200 · first AC: 2015-03-14 · Java 8 (first AC) · Tags: *special, implementation

[VArtem's solution](#)

84.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2014-09-12 · Java 8 (first AC) · Tags: implementation

[VArtem's solution](#)

85.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,834 global accepts · Rating: 1200 · first AC: 2014-01-24 · Java 7 (first AC) · Tags: brute force, greedy, implementation, math, strings

[VArtem's solution](#)

86.

379B

[New Year Present](#) · [Tutorial](#)

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

[VArtem's solution](#)

87.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: graphs, implementation

[VArtem's solution](#)

88.

264A

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

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2013-01-20 · Java 7 (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[VArtem's solution](#)

89.

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2012-04-20 · Java 6 (first AC) · Tags: greedy, sortings

[VArtem's solution](#)

90.

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2012-04-03 · Java 6 (first AC) · Tags: *special, implementation, number theory

[VArtem's solution](#)

91.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2012-01-22 · Java 6 (first AC) · Tags: greedy, implementation

[VArtem's solution](#)

92.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1200 · first AC: 2011-04-30 · Java 6 (first AC) · Tags: greedy

[VArtem's solution](#)

93.

48B

[Land Lot](#) · [Tutorial](#)

Quality: 3,042 global accepts · Rating: 1200 · first AC: 2010-12-12 · Java 6 (first AC) · Tags: brute force, implementation

[VArtem's solution](#)

94.

1769C2

[A>C<D CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-15 · Kotlin 1.7 (first AC) · Tags: *special, dp

[VArtem's solution](#)

95.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · Java 11 (first AC) · Tags: dp, greedy, strings

[VArtem's solution](#)

96.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: data structures, sortings, two pointers

[VArtem's solution](#)

97.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: implementation, math, number theory

[VArtem's solution](#)

98.

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: binary search, flows, greedy, sortings

[VArtem's solution](#)

99.

1002D2

[Oracle for \$f\(x\) = b * x + \(1 - b\) * \(1 - x\) \bmod 2\$](#) · Tutorial

Quality: 390 global accepts · Rating: 1300 · first AC: 2018-07-08 · Q# (first AC) · Tags: *special

[VArtem's solution](#)

100.

1002B1

[Distinguish zero state and W state](#) · Tutorial

Quality: 488 global accepts · Rating: 1300 · first AC: 2018-07-08 · Q# (first AC) · Tags: *special

[VArtem's solution](#)

101.

1002A2

[Generate superposition of zero state and a basis state](#) · Tutorial

Quality: 570 global accepts · Rating: 1300 · first AC: 2018-07-08 · Q# (first AC) · Tags: *special

[VArtem's solution](#)

102.

1001F

[Distinguish multi-qubit basis states](#) · Tutorial

Quality: 550 global accepts · Rating: 1300 · first AC: 2018-07-02 · Q# (first AC) · Tags: *special

[VArtem's solution](#)

103.

770B

[Maximize Sum of Digits](#) · Tutorial

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-03-11 · Java 8 (first AC) · Tags: *special, implementation, math

[VArtem's solution](#)

104.

755C

[PolandBall and Forest](#) · Tutorial

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[VArtem's solution](#)

105.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · Java 8 (first AC) · Tags: geometry, implementation

[VArtem's solution](#)

106.

633B

[A Trivial Problem](#) · Tutorial

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

[VArtem's solution](#)

107.

526A

[King of Thieves](#) · Tutorial

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: brute force, implementation

[VArtem's solution](#)

108.

508B

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

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2015-01-27 · Java 8 (first AC) · Tags: greedy, math, strings

[VArtem's solution](#)

109.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · Java 8 (first AC) · Tags: —

[VArtem's solution](#)

110.

371B

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

Quality: 12,535 global accepts · Rating: 1300 · first AC: 2013-12-08 · Java 7 (first AC) · Tags: math, number theory

[VArtem's solution](#)

111.

291B

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

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-13 · Java 7 (first AC) · Tags: *special, implementation, strings

[VArtem's solution](#)

112.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-01 · Java 6 (first AC) · Tags: greedy

[VArtem's solution](#)

113.

220A

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

Quality: 13,118 global accepts · Rating: 1300 · first AC: 2012-08-31 · Java 6 (first AC) · Tags: implementation, sortings

[VArtem's solution](#)

114.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2012-05-04 · Java 6 (first AC) · Tags: math

[VArtem's solution](#)

115.

173A

[Rock-Paper-Scissors](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-04-06 · Java 6 (first AC) · Tags: implementation, math

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116.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,475 global accepts · Rating: 1300 · first AC: 2012-03-11 · Java 6 (first AC) · Tags: binary search, brute force, greedy, two pointers

[VArtem's solution](#)

117.

158D

[Ice Sculptures](#) · [Tutorial](#)

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

[VArtem's solution](#)

118.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2011-12-09 · Java 6 (first AC) · Tags: greedy, implementation, sortings

[VArtem's solution](#)

119.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2011-05-20 · Java 6 (first AC) · Tags: constructive algorithms, implementation

[VArtem's solution](#)

120.

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2011-05-13 · Java 6 (first AC) · Tags: math

[VArtem's solution](#)

121.

62A

[A Student's Dream](#) · [Tutorial](#)

Quality: 3,773 global accepts · Rating: 1300 · first AC: 2011-02-25 · Java 6 (first AC) · Tags: greedy, math

[VArtem's solution](#)

122.

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1300 · first AC: 2011-02-19 · Java 6 (first AC) · Tags: implementation, two pointers

[VArtem's solution](#)

123.

51A

[Cheaterius's Problem](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2010-12-28 · Java 6 (first AC) · Tags: implementation

[VArtem's solution](#)

124.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1300 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: implementation

[VArtem's solution](#)

125.

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2010-11-05 · Java 6 (first AC) · Tags: constructive algorithms, geometry, implementation, math

[VArtem's solution](#)

126.

1769B2

[Aesop's Fables](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-14 · Kotlin 1.7 (first AC) · Tags: *special, binary search, brute force, math

[VArtem's solution](#)

127.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · Python 3 (first AC) · Tags: *special, implementation

[VArtem's solution](#)

128.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · Java 8 (first AC) · Tags: data structures, dp, greedy, math, sortings

[VArtem's solution](#)

129.

1001D

[Distinguish plus state and minus state](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 1400 · first AC: 2018-07-02 · Q# (first AC) · Tags: *special

[VArtem's solution](#)

130.

1001C

[Generate GHZ state](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1400 · first AC: 2018-07-02 · Q# (first AC) · Tags: *special

[VArtem's solution](#)

131.

1001B

[Generate Bell state](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 1400 · first AC: 2018-07-02 · Q# (first AC) · Tags: *special

[VArtem's solution](#)

132.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-24 · Java 8 (first AC) · Tags: greedy, implementation, math

[VArtem's solution](#)

133.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · Java 8 (first AC) · Tags: implementation, trees

[VArtem's solution](#)

134.

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · Java 8 (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[VArtem's solution](#)

135.

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2017-03-11 · Java 8 (first AC) · Tags: *special, implementation

[VArtem's solution](#)

136.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2016-07-19 · Java 8 (first AC) · Tags: dp

[VArtem's solution](#)

137.

641B

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

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · Java 8 (first AC) · Tags: implementation

[VArtem's solution](#)

138.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1400 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[VArtem's solution](#)

139.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 1400 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: brute force, implementation

[VArtem's solution](#)

140.

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: dfs and similar, greedy, implementation

[VArtem's solution](#)

141.

518B

[Tanya and Postcard](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-02-24 · Java 8 (first AC) · Tags: greedy, implementation, strings

[VArtem's solution](#)

142.

516A

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

Rating: 1400 · first AC: 2015-02-17 · Java 8 (first AC) · Tags: dp, greedy, implementation, math

[VArtem's solution](#)

143.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: brute force

[VArtem's solution](#)

144.

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2014-10-05 · Java 8 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[VArtem's solution](#)

145.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · Java 8 (first AC) · Tags: greedy

[VArtem's solution](#)

146.

436B

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

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · Java 8 (first AC) · Tags: implementation, math

[VArtem's solution](#)

147.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,181 global accepts · Rating: 1400 · first AC: 2014-04-06 · Java 7 (first AC) · Tags: combinatorics, dp, number theory

[VArtem's solution](#)

148.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · Java 7 (first AC) · Tags: greedy, sortings

[VArtem's solution](#)

149.

386B

[Fly, freebies, fly!](#) · [Tutorial](#)

Quality: 2,528 global accepts · Rating: 1400 · first AC: 2014-01-16 · Java 7 (first AC) · Tags: binary search, brute force, implementation

[VArtem's solution](#)

150.

379C

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

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-30 · Java 7 (first AC) · Tags: greedy, sortings

[VArtem's solution](#)

151.

369B

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2013-11-29 · Java 7 (first AC) · Tags: constructive algorithms, implementation, math

[VArtem's solution](#)

152.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · Java 7 (first AC) · Tags: *special, implementation

[VArtem's solution](#)

153.

290A

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

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-01 · Java 7 (first AC) · Tags: *special, implementation

[VArtem's solution](#)

154.

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2012-09-24 · Java 6 (first AC) · Tags: math

[VArtem's solution](#)

155.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2012-06-22 · Java 6 (first AC) · Tags: shortest paths

[VArtem's solution](#)

156.

175B

[Plane of Tanks: Pro](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2012-04-14 · Java 6 (first AC) · Tags: implementation

[VArtem's solution](#)

157.

175A

[Robot Bicorn Attack](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 1400 · first AC: 2012-04-14 · Java 6 (first AC) · Tags: brute force, implementation

[VArtem's solution](#)

158.

159C

[String Manipulation 1.0](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2012-03-09 · Java 6 (first AC) · Tags: *special, binary search, brute force, data structures, strings

[VArtem's solution](#)

159.

159A

[Friends or Not](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1400 · first AC: 2012-03-09 · Java 6 (first AC) · Tags: *special, greedy, implementation

[VArtem's solution](#)

160.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1400 · first AC: 2012-02-17 · Java 6 (first AC) · Tags: games, math, number theory

[VArtem's solution](#)

161.

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,908 global accepts · Rating: 1400 · first AC: 2011-08-23 · Java 6 (first AC) · Tags: dfs and similar, graphs

[VArtem's solution](#)

162.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,897 global accepts · Rating: 1400 · first AC: 2011-05-04 · Java 6 (first AC) · Tags: implementation

[VArtem's solution](#)

163.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2011-04-30 · Java 6 (first AC) · Tags: implementation, sortings

[VArtem's solution](#)

164.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2011-02-19 · Java 6 (first AC) · Tags: dfs and similar, dsu

[VArtem's solution](#)

165.

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2010-11-13 · GNU C++ (first AC) · Tags: greedy

[VArtem's solution](#)

166.

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2010-11-06 · Java 6 (first AC) · Tags: dp

[VArtem's solution](#)

167.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · Java 11 (first AC) · Tags: data structures, greedy, sortings, trees

[VArtem's solution](#)

168.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[VArtem's solution](#)

169.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[VArtem's solution](#)

170.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[VArtem's solution](#)

171.

1002E1

[Bernstein-Vazirani algorithm](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 1500 · first AC: 2018-07-08 · Q# (first AC) · Tags: *special

[VArtem's solution](#)

172.

1002A3

[Generate superposition of two basis states](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 1500 · first AC: 2018-07-08 · Q# (first AC) · Tags: *special

[VArtem's solution](#)

173.

953G

[Large Bouquets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-03-17 · Go (first AC) · Tags: —

[VArtem's solution](#)

174.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · Java 8 (first AC) · Tags: dfs and similar, graphs, trees

[VArtem's solution](#)

175.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1500 · first AC: 2017-09-24 · Java 8 (first AC) · Tags: brute force, data structures, dp

[VArtem's solution](#)

176.

771B

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

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[VArtem's solution](#)

177.

771A

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

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-03-18 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs

[VArtem's solution](#)

178.

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,936 global accepts · Rating: 1500 · first AC: 2017-03-11 · Java 8 (first AC) · Tags: *special, dfs and similar, graphs, implementation

[VArtem's solution](#)

179.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · Java 8 (first AC) · Tags: dfs and similar, graphs

[VArtem's solution](#)

180.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 1500 · first AC: 2016-05-07 · Java 8 (first AC) · Tags: implementation

[VArtem's solution](#)

181.

523B

[Mean Requests](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 1500 · first AC: 2015-03-14 · Java 8 (first AC) · Tags: *special, implementation

[VArtem's solution](#)

182.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-12 · Java 8 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[VArtem's solution](#)

183.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · Java 8 (first AC) · Tags: greedy

[VArtem's solution](#)

184.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · Java 8 (first AC) · Tags: greedy

[VArtem's solution](#)

185.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2014-08-08 · Java 8 (first AC) · Tags: dp

[VArtem's solution](#)

186.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · Java 8 (first AC) · Tags: greedy

[VArtem's solution](#)

187.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-04-27 · Java 7 (first AC) · Tags: brute force, sortings

[VArtem's solution](#)

188.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2013-10-13 · Java 7 (first AC) · Tags: brute force, greedy, math

[VArtem's solution](#)

189.

345A

[Expecting Trouble](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 1500 · first AC: 2013-09-13 · Ada (first AC) · Tags: *special, probabilities

[VArtem's solution](#)

190.

278B

[New Problem](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1500 · first AC: 2013-08-07 · Java 7 (first AC) · Tags: brute force, strings

[VArtem's solution](#)

191.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2013-04-22 · Java 7 (first AC) · Tags: games, greedy

[VArtem's solution](#)

192.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2013-04-01 · Java 7 (first AC) · Tags: *special, implementation

[VArtem's solution](#)

193.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2013-03-13 · Java 7 (first AC) · Tags: constructive algorithms, implementation, math

[VArtem's solution](#)

194.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2013-01-20 · Java 7 (first AC) · Tags: dp, number theory

[VArtem's solution](#)

195.

256A

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

Rating: 1500 · first AC: 2012-12-16 · Java 7 (first AC) · Tags: binary search, dp, two pointers

[VArtem's solution](#)

196.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1500 · first AC: 2012-05-27 · Java 6 (first AC) · Tags: dp

[VArtem's solution](#)

197.

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2012-05-10 · Java 6 (first AC) · Tags: greedy

[VArtem's solution](#)

198.

178D1

[Magic Squares](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1500 · first AC: 2012-04-28 · last AC: 2012-04-28 · Java 6 (first AC) · Tags: —

[VArtem's solution](#)

199.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2012-04-03 · Java 6 (first AC) · Tags: *special, number theory

[VArtem's solution](#)

200.

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2012-04-03 · Java 6 (first AC) · Tags: *special, implementation, sortings

[VArtem's solution](#)

201.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2012-03-09 · Java 6 (first AC) · Tags: *special, brute force, dp, strings

[VArtem's solution](#)

202.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,653 global accepts · Rating: 1500 · first AC: 2011-08-07 · Java 6 (first AC) · Tags: dfs and similar, dsu, graphs

[VArtem's solution](#)

203.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1500 · first AC: 2011-06-20 · Java 6 (first AC) · Tags: binary search, data structures

[VArtem's solution](#)

204.

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2011-06-20 · Java 6 (first AC) · Tags: greedy, strings

[VArtem's solution](#)

205.

87A

[Trains](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1500 · first AC: 2011-06-07 · Java 6 (first AC) · Tags: implementation, math

[VArtem's solution](#)

206.

74B

[Train](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 1500 · first AC: 2011-04-15 · Java 6 (first AC) · Tags: dp, games, greedy

[VArtem's solution](#)

207.

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2010-12-20 · Java 6 (first AC) · Tags: strings

[VArtem's solution](#)

208.

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2010-12-12 · Java 6 (first AC) · Tags: greedy

[VArtem's solution](#)

209.

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: implementation

[VArtem's solution](#)

210.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · Python 3 (first AC) · Tags: *special, implementation, number theory

[VArtem's solution](#)

211.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · Java 11 (first AC) · Tags: math, number theory, sortings

[VArtem's solution](#)

212.

1002D3

[Oracle for majority function](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 1600 · first AC: 2018-07-08 · Q# (first AC) · Tags: *special

[VArtem's solution](#)

213.

1002B3

[Distinguish four 2-qubit states](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 1600 · first AC: 2018-07-08 · Q# (first AC) · Tags: *special

[VArtem's solution](#)

214.

1002B2

[Distinguish GHZ state and W state](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 1600 · first AC: 2018-07-08 · Q# (first AC) · Tags: *special

[VArtem's solution](#)

215.

1001E

[Distinguish Bell states](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1600 · first AC: 2018-07-02 · Q# (first AC) · Tags: *special

[VArtem's solution](#)

216.

966A

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

Rating: 1600 · first AC: 2018-04-29 · Java 8 (first AC) · Tags: binary search, data structures, greedy

[VArtem's solution](#)

217.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · Java 8 (first AC) · Tags: binary search, data structures, implementation

[VArtem's solution](#)

218.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · Java 8 (first AC) · Tags: implementation, probabilities, strings

[VArtem's solution](#)

219.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-10-26 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms

[VArtem's solution](#)

220.

781A

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

Rating: 1600 · first AC: 2017-03-05 · Java 8 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[VArtem's solution](#)

221.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2017-01-22 · Java 8 (first AC) · Tags: binary search, dp

[VArtem's solution](#)

222.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · Java 8 (first AC) · Tags: binary search, greedy, math

[VArtem's solution](#)

223.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · Java 8 (first AC) · Tags: math, number theory

[VArtem's solution](#)

224.

736A

[Tennis Championship](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · Java 8 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[VArtem's solution](#)

225.

643B

[Bear and Two Paths](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2016-05-07 · Java 8 (first AC) · Tags: constructive algorithms, graphs

[VArtem's solution](#)

226.

639B

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

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-03-28 · Java 8 (first AC) · Tags: constructive algorithms, graphs, trees

[VArtem's solution](#)

227.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: binary search, two pointers

[VArtem's solution](#)

228.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,662 global accepts · Rating: 1600 · first AC: 2016-01-29 · Java 7 (first AC) · Tags: geometry, implementation

[VArtem's solution](#)

229.

605A

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

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[VArtem's solution](#)

230.

524A

[A\\$>Ct=C&C^C>, C\\$K Ct=C 5D\\$5 D^BC,,E C^NCD5C“ô](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · Java 8 (first AC) · Tags: implementation

[VArtem's solution](#)

231.

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2015-03-14 · Java 8 (first AC) · Tags: *special, data structures, implementation

[VArtem's solution](#)

232.

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-02-24 · Java 8 (first AC) · Tags: constructive algorithms, data structures, implementation

[VArtem's solution](#)

233.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-02-24 · Java 8 (first AC) · Tags: constructive algorithms, strings

[VArtem's solution](#)

234.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · Java 8 (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[VArtem's solution](#)

235.

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2015-01-27 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[VArtem's solution](#)

236.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[VArtem's solution](#)

237.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[VArtem's solution](#)

238.

477A

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

Rating: 1600 · first AC: 2014-10-12 · Java 8 (first AC) · Tags: math

[VArtem's solution](#)

239.

383A

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Quality: 5,570 global accepts · Rating: 1600 · first AC: 2014-01-20 · Java 7 (first AC) · Tags: data structures, greedy

[VArtem's solution](#)

240.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,052 global accepts · Rating: 1600 · first AC: 2013-12-29 · Java 7 (first AC) · Tags: dfs and similar

[VArtem's solution](#)

241.

371C

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Quality: 34,501 global accepts · Rating: 1600 · first AC: 2013-12-08 · Java 7 (first AC) · Tags: binary search, brute force

[VArtem's solution](#)

242.

369C

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Quality: 12,034 global accepts · Rating: 1600 · first AC: 2013-11-29 · Java 7 (first AC) · Tags: dfs and similar, graphs, trees

[VArtem's solution](#)

243.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-20 · Java 7 (first AC) · Tags: games, math, number theory

[VArtem's solution](#)

244.

343B

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

Quality: 17,290 global accepts · Rating: 1600 · first AC: 2013-09-14 · Java 7 (first AC) · Tags: data structures, greedy, implementation

[VArtem's solution](#)

245.

343A

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

Quality: 10,082 global accepts · Rating: 1600 · first AC: 2013-09-14 · Java 7 (first AC) · Tags: math, number theory

[VArtem's solution](#)

246.

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-13 · Java 7 (first AC) · Tags: *special, greedy

[VArtem's solution](#)

247.

291C

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Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-13 · Java 7 (first AC) · Tags: *special, bitmasks, brute force, implementation

[VArtem's solution](#)

248.

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2012-10-11 · Java 6 (first AC) · Tags: binary search, constructive algorithms, graphs, greedy

[VArtem's solution](#)

249.

178C1

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 1600 · first AC: 2012-04-28 · Java 6 (first AC) · Tags: —

[VArtem's solution](#)

250.

178B2

[Greedy Merchants](#) · [Tutorial](#)

Quality: 770 global accepts · Rating: 1600 · first AC: 2012-04-28 · Java 6 (first AC) · Tags: —

[VArtem's solution](#)

251.

178B1

[Greedy Merchants](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 1600 · first AC: 2012-04-28 · Java 6 (first AC) · Tags: —

[VArtem's solution](#)

252.

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2012-04-14 · Java 6 (first AC) · Tags: greedy, implementation, sortings, two pointers

[VArtem's solution](#)

253.

167A

[Wizards and Trolleybuses](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 1600 · first AC: 2012-03-27 · Java 6 (first AC) · Tags: implementation, math

[VArtem's solution](#)

254.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2012-02-24 · Java 6 (first AC) · Tags: math, number theory

[VArtem's solution](#)

255.

154A

[Homework](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2012-02-24 · Java 6 (first AC) · Tags: greedy

[VArtem's solution](#)

256.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2012-01-12 · Java 6 (first AC) · Tags: brute force, math

[VArtem's solution](#)

257.

138A

[Literature Lesson](#) · [Tutorial](#)

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2011-12-24 · Java 6 (first AC) · Tags: implementation

[VArtem's solution](#)

258.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,273 global accepts · Rating: 1600 · first AC: 2011-08-23 · Java 6 (first AC) · Tags: combinatorics, dp, math, probabilities

[VArtem's solution](#)

259.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,314 global accepts · Rating: 1600 · first AC: 2011-08-13 · Java 6 (first AC) · Tags: implementation, math

[VArtem's solution](#)

260.

40B

[Repaintings](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2010-11-05 · Java 6 (first AC) · Tags: math

[VArtem's solution](#)

261.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · Java 21 (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[VArtem's solution](#)

262.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[VArtem's solution](#)

263.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · Java 8 (first AC) · Tags: dfs and similar, graphs, shortest paths

[VArtem's solution](#)

264.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-23 · Java 8 (first AC) · Tags: data structures, greedy, sortings

[VArtem's solution](#)

265.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: constructive algorithms, geometry, greedy

[VArtem's solution](#)

266.

1210A

[Anadi and Domino](#) · [Tutorial](#)

Quality: 5,536 global accepts · Rating: 1700 · first AC: 2019-09-22 · Java 8 (first AC) · Tags: brute force, graphs

[VArtem's solution](#)

267.

1210B

[Marcin and Training Camp](#) · [Tutorial](#)

Quality: 6,041 global accepts · Rating: 1700 · first AC: 2019-09-22 · Java 8 (first AC) · Tags: brute force, greedy

[VArtem's solution](#)

268.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs

[VArtem's solution](#)

269.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[VArtem's solution](#)

270.

1002B4

[Distinguish four 2-qubit states - 2](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 1700 · first AC: 2018-07-08 · Q# (first AC) · Tags: *special

[VArtem's solution](#)

271.

1002C1

[Distinguish zero state and plus state with minimum error](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 1700 · first AC: 2018-07-08 · Q# (first AC) · Tags: *special

[VArtem's solution](#)

272.

966B

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

Rating: 1700 · first AC: 2018-04-29 · Java 8 (first AC) · Tags: binary search, data structures, greedy, two pointers

[VArtem's solution](#)

273.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · Java 8 (first AC) · Tags: brute force, math, number theory

[VArtem's solution](#)

274.

852G

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

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

[VArtem's solution](#)

275.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2017-05-07 · Java 8 (first AC) · Tags: binary search, math

[VArtem's solution](#)

276.

756A

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

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-01-22 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar

[VArtem's solution](#)

277.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2016-07-19 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[VArtem's solution](#)

278.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-18 · Java 7 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[VArtem's solution](#)

279.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · Java 8 (first AC) · Tags: constructive algorithms, data structures, graphs

[VArtem's solution](#)

280.

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · Java 8 (first AC) · Tags: —

[VArtem's solution](#)

281.

524B

[BD>D\\$> CÔO CÔOCÄOD\\$ria 2 \(round version\)](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · Java 8 (first AC) · Tags: dp, greedy

[VArtem's solution](#)

282.

518D

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

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2015-02-24 · last AC: 2015-02-24 · Java 8 (first AC) · Tags: combinatorics, dp, math, probabilities

[VArtem's solution](#)

283.

471C

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

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-09-26 · Java 8 (first AC) · Tags: binary search, brute force, greedy, math

[VArtem's solution](#)

284.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2014-09-18 · Java 8 (first AC) · Tags: dp, implementation

[VArtem's solution](#)

285.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2014-09-12 · Java 8 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[VArtem's solution](#)

286.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · Java 8 (first AC) · Tags: greedy, strings

[VArtem's solution](#)

287.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · Java 8 (first AC) · Tags: math

[VArtem's solution](#)

288.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2014-05-02 · Java 7 (first AC) · Tags: dfs and similar, graphs, two pointers

[VArtem's solution](#)

289.

385C

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

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2014-01-24 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[VArtem's solution](#)

290.

382C

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

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2014-01-17 · Java 7 (first AC) · Tags: implementation, sortings

[VArtem's solution](#)

291.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 1700 · first AC: 2013-04-01 · Java 7 (first AC) · Tags: *special, graph matchings, implementation, trees

[VArtem's solution](#)

292.

269B

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

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-01 · Java 7 (first AC) · Tags: dp

[VArtem's solution](#)

293.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2012-06-22 · Java 6 (first AC) · Tags: implementation, math

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294.

191B

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Quality: 1,101 global accepts · Rating: 1700 · first AC: 2012-05-27 · Java 6 (first AC) · Tags: greedy

[VArtem's solution](#)

295.

183B

[Zoo](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 1700 · first AC: 2012-04-27 · Java 6 (first AC) · Tags: brute force, geometry

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296.

183A

[Headquarters](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1700 · first AC: 2012-04-27 · Java 6 (first AC) · Tags: constructive algorithms, math

[VArtem's solution](#)

297.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2012-04-20 · Java 6 (first AC) · Tags: dp

[VArtem's solution](#)

298.

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · Java 6 (first AC) · Tags: dp

[VArtem's solution](#)

299.

161B

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Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · Java 6 (first AC) · Tags: constructive algorithms, greedy, sortings

[VArtem's solution](#)

300.

159E

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Quality: 1,098 global accepts · Rating: 1700 · first AC: 2012-03-09 · Java 6 (first AC) · Tags: *special, data structures, greedy, sortings

[VArtem's solution](#)

301.

140A

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Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · Java 6 (first AC) · Tags: geometry, math

[VArtem's solution](#)

302.

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2011-05-06 · Java 6 (first AC) · Tags: constructive algorithms, hashing, implementation

[VArtem's solution](#)

303.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2011-05-04 · Java 6 (first AC) · Tags: implementation, strings

[VArtem's solution](#)

304.

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2011-05-04 · Java 6 (first AC) · Tags: greedy, math, sortings

[VArtem's solution](#)

305.

65B

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Quality: 1,551 global accepts · Rating: 1700 · first AC: 2011-03-05 · Java 6 (first AC) · Tags: brute force, greedy, implementation

[VArtem's solution](#)

306.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1700 · first AC: 2010-11-06 · Java 6 (first AC) · Tags: dp

[VArtem's solution](#)

307.

1769D1

[A,3D0C! CT2D6BCaC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-18 · Kotlin 1.7 (first AC) · Tags: *special, brute force, dp

[VArtem's solution](#)

308.

1505D

[Xenolith? Hippodrome?](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 1800 · first AC: 2021-04-01 · Python 3 (first AC) · Tags: *special, number theory

[VArtem's solution](#)

309.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · Python 3 (first AC) · Tags: *special, greedy, implementation, shortest paths

[VArtem's solution](#)

310.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · Java 11 (first AC) · Tags: bitmasks, brute force, math

[VArtem's solution](#)

311.

1441A

[Identify the Operations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-01 · Java 11 (first AC) · Tags: combinatorics, greedy

[VArtem's solution](#)

312.

1119D

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Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: binary search, sortings

[VArtem's solution](#)

313.

1002C2

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Quality: 273 global accepts · Rating: 1800 · first AC: 2018-07-08 · Q# (first AC) · Tags: *special

[VArtem's solution](#)

314.

963A

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Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · Java 8 (first AC) · Tags: math, number theory

[VArtem's solution](#)

315.

953B

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Rating: 1800 · first AC: 2018-03-17 · Haskell (first AC) · Tags: —

[VArtem's solution](#)

316.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · Java 8 (first AC) · Tags: data structures, greedy, strings, trees

[VArtem's solution](#)

317.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · Java 8 (first AC) · Tags: games, greedy, sortings

[VArtem's solution](#)

318.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 4,989 global accepts · Rating: 1800 · first AC: 2017-04-18 · Java 8 (first AC) · Tags: binary search, math

[VArtem's solution](#)

319.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,478 global accepts · Rating: 1800 · first AC: 2017-04-16 · Java 8 (first AC) · Tags: geometry

[VArtem's solution](#)

320.

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · Java 8 (first AC) · Tags: dfs and similar, dp, graphs, trees

[VArtem's solution](#)

321.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · Java 8 (first AC) · Tags: chinese remainder theorem, math, number theory

[VArtem's solution](#)

322.

641C

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

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2016-04-24 · Java 8 (first AC) · Tags: brute force, constructive algorithms, implementation

[VArtem's solution](#)

323.

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1800 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: binary search, dp, graphs

[VArtem's solution](#)

324.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: brute force, constructive algorithms, implementation

[VArtem's solution](#)

325.

532E

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

Rating: 1800 · first AC: 2015-04-17 · Java 8 (first AC) · Tags: —

[VArtem's solution](#)

326.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[VArtem's solution](#)

327.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: bitmasks, divide and conquer, math

[VArtem's solution](#)

328.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-21 · Java 8 (first AC) · Tags: binary search, brute force, implementation

[VArtem's solution](#)

329.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2014-09-26 · Java 8 (first AC) · Tags: string suffix structures, strings

[VArtem's solution](#)

330.

436C

[Dungeons and Candies](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · Java 8 (first AC) · Tags: dsu, graphs, greedy, trees

[VArtem's solution](#)

331.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2013-12-08 · Java 7 (first AC) · Tags: data structures, dsu, implementation, trees

[VArtem's solution](#)

332.

256B

[Mr. Bender and Square](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-12-16 · Java 7 (first AC) · Tags: binary search, brute force, math

[VArtem's solution](#)

333.

220B

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

Quality: 12,884 global accepts · Rating: 1800 · first AC: 2012-08-31 · Java 6 (first AC) · Tags: constructive algorithms, data structures

[VArtem's solution](#)

334.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2012-05-10 · Java 6 (first AC) · Tags: dp, shortest paths

[VArtem's solution](#)

335.

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2012-05-04 · Java 6 (first AC) · Tags: math, ternary search

[VArtem's solution](#)

336.

178F1

[Representative Sampling](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 1800 · first AC: 2012-04-28 · last AC: 2012-04-28 · Java 6 (first AC) · Tags: —

[VArtem's solution](#)

337.

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 1800 · first AC: 2012-04-28 · Java 6 (first AC) · Tags: —

[VArtem's solution](#)

338.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1800 · first AC: 2012-04-06 · Java 6 (first AC) · Tags: dfs and similar, shortest paths

[VArtem's solution](#)

339.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2012-03-27 · Java 6 (first AC) · Tags: dp, math, probabilities

[VArtem's solution](#)

340.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,177 global accepts · Rating: 1800 · first AC: 2012-03-11 · Java 6 (first AC) · Tags: dfs and similar, dp, trees

[VArtem's solution](#)

341.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2012-01-22 · Java 6 (first AC) · Tags: constructive algorithms

[VArtem's solution](#)

342.

142B

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Quality: 2,405 global accepts · Rating: 1800 · first AC: 2012-01-12 · Java 6 (first AC) · Tags: constructive algorithms, greedy, implementation

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343.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · Java 6 (first AC) · Tags: binary search, data structures, greedy

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344.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · Java 6 (first AC) · Tags: greedy, sortings

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345.

140B

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Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · Java 6 (first AC) · Tags: brute force, greedy, implementation

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346.

105B

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Quality: 906 global accepts · Rating: 1800 · first AC: 2011-08-13 · Java 6 (first AC) · Tags: brute force, probabilities

[VArtem's solution](#)

347.

87B

[Vasya and Types](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 1800 · first AC: 2011-06-07 · Java 6 (first AC) · Tags: implementation, strings

[VArtem's solution](#)

348.

85B

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Quality: 1,081 global accepts · Rating: 1800 · first AC: 2011-05-20 · Java 6 (first AC) · Tags: data structures, greedy

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349.

83B

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Quality: 1,892 global accepts · Rating: 1800 · first AC: 2011-05-13 · Java 6 (first AC) · Tags: binary search, math, sortings

[VArtem's solution](#)

350.

67B

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Quality: 944 global accepts · Rating: 1800 · first AC: 2011-03-13 · Java 6 (first AC) · Tags: greedy

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351.

65A

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Quality: 2,014 global accepts · Rating: 1800 · first AC: 2011-03-05 · Java 6 (first AC) · Tags: implementation, math

[VArtem's solution](#)

352.

62B

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Quality: 1,403 global accepts · Rating: 1800 · first AC: 2011-02-25 · Java 6 (first AC) · Tags: binary search, implementation

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353.

48C

[The Race](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2010-12-12 · Java 6 (first AC) · Tags: math

[VArtem's solution](#)

354.

45J

[Planting Trees](#) · [Tutorial](#)

Quality: 1,073 global accepts · Rating: 1800 · first AC: 2010-11-13 · Java 6 (first AC) · Tags: constructive algorithms

[VArtem's solution](#)

355.

44D

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Quality: 800 global accepts · Rating: 1800 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: math

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356.

2002D1

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Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · Java 21 (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[VArtem's solution](#)

357.

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[VArtem's solution](#)

358.

1119E

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Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[VArtem's solution](#)

359.

1043E

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Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[VArtem's solution](#)

360.

1002E2

[Another array reconstruction algorithm](#) · [Tutorial](#)

Quality: 209 global accepts · Rating: 1900 · first AC: 2018-07-08 · Q# (first AC) · Tags: *special

[VArtem's solution](#)

361.

1002A4

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Quality: 274 global accepts · Rating: 1900 · first AC: 2018-07-08 · Q# (first AC) · Tags: *special

[VArtem's solution](#)

362.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2018-05-27 · Java 8 (first AC) · Tags: bitmasks, dp, greedy

[VArtem's solution](#)

363.

930C

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Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · Java 8 (first AC) · Tags: data structures, dp

[VArtem's solution](#)

364.

781B

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-05 · Java 8 (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

[VArtem's solution](#)

365.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · Java 8 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[VArtem's solution](#)

366.

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: dfs and similar

[VArtem's solution](#)

367.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: games, matrices, probabilities

[VArtem's solution](#)

368.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[VArtem's solution](#)

369.

687C

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

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2016-06-29 · Java 8 (first AC) · Tags: dp

[VArtem's solution](#)

370.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2016-02-26 · Java 7 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[VArtem's solution](#)

371.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · Java 8 (first AC) · Tags: greedy, implementation

[VArtem's solution](#)

372.

524C

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

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · Java 8 (first AC) · Tags: binary search, sortings

[VArtem's solution](#)

373.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · Java 8 (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[VArtem's solution](#)

374.

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-01-18 · Java 8 (first AC) · Tags: dp

[VArtem's solution](#)

375.

500D

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

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · Java 8 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[VArtem's solution](#)

376.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · Java 8 (first AC) · Tags: binary search, brute force, implementation

[VArtem's solution](#)

377.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-28 · Java 8 (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[VArtem's solution](#)

378.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1900 · first AC: 2014-08-08 · Java 8 (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[VArtem's solution](#)

379.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-03 · Java 7 (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[VArtem's solution](#)

380.

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-29 · Java 7 (first AC) · Tags: binary search, data structures, greedy, sortings

[VArtem's solution](#)

381.

372B

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Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-13 · Java 7 (first AC) · Tags: brute force, divide and conquer, dp

[VArtem's solution](#)

382.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2013-09-14 · Java 7 (first AC) · Tags: binary search, greedy, two pointers

[VArtem's solution](#)

383.

292E

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Quality: 4,883 global accepts · Rating: 1900 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: data structures

[VArtem's solution](#)

384.

292D

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Quality: 2,770 global accepts · Rating: 1900 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: data structures, dfs and similar, dp, dsu

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385.

241G

[Challenging Balloons](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 1900 · first AC: 2012-11-01 · Java 6 (first AC) · Tags: constructive algorithms

[VArtem's solution](#)

386.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2012-10-11 · Java 6 (first AC) · Tags: bitmasks, combinatorics, dp, math

[VArtem's solution](#)

387.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2012-09-24 · Java 6 (first AC) · Tags: greedy

[VArtem's solution](#)

388.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2012-05-27 · Java 6 (first AC) · Tags: data structures, dfs and similar, trees

[VArtem's solution](#)

389.

178C2

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 1900 · first AC: 2012-04-28 · last AC: 2012-04-28 · Java 6 (first AC) · Tags: —

[VArtem's solution](#)

390.

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2012-04-06 · Java 6 (first AC) · Tags: brute force, dp

[VArtem's solution](#)

391.

138B

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

Quality: 1,110 global accepts · Rating: 1900 · first AC: 2011-12-24 · Java 6 (first AC) · Tags: greedy

[VArtem's solution](#)

392.

109B

[Lucky Probability](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2011-08-29 · Java 6 (first AC) · Tags: brute force, probabilities

[VArtem's solution](#)

393.

93B

[End of Exams](#) · [Tutorial](#)

Quality: 988 global accepts · Rating: 1900 · first AC: 2011-06-30 · Java 6 (first AC) · Tags: greedy

[VArtem's solution](#)

394.

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2010-11-13 · Java 6 (first AC) · Tags: greedy, meet-in-the-middle, sortings

[VArtem's solution](#)

395.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · Java 8 (first AC) · Tags: brute force, data structures, sortings

[VArtem's solution](#)

396.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: binary search, data structures, implementation

[VArtem's solution](#)

397.

1210C

[Kamil and Making a Stream](#) · [Tutorial](#)

Quality: 3,598 global accepts · Rating: 2000 · first AC: 2019-09-22 · Java 8 (first AC) · Tags: math, number theory, trees

[VArtem's solution](#)

398.

1209E1

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

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[VArtem's solution](#)

399.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[VArtem's solution](#)

400.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[VArtem's solution](#)

401.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-24 · Java 8 (first AC) · Tags: dp, trees

[VArtem's solution](#)

402.

852B

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Quality: 1,713 global accepts · Rating: 2000 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[VArtem's solution](#)

403.

843B

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Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-08-24 · Java 8 (first AC) · Tags: brute force, interactive, probabilities

[VArtem's solution](#)

404.

773B

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

Quality: 1,216 global accepts · Rating: 2000 · first AC: 2017-05-07 · Java 8 (first AC) · Tags: brute force, greedy

[VArtem's solution](#)

405.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · Java 8 (first AC) · Tags: data structures

[VArtem's solution](#)

406.

641E

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

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2016-04-24 · Java 8 (first AC) · Tags: data structures

[VArtem's solution](#)

407.

662D

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Quality: 1,715 global accepts · Rating: 2000 · first AC: 2016-04-15 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[VArtem's solution](#)

408.

633D

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Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-26 · Java 7 (first AC) · Tags: brute force, dp, hashing, implementation, math

[VArtem's solution](#)

409.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · Java 8 (first AC) · Tags: dp, greedy, sortings

[VArtem's solution](#)

410.

541C

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Rating: 2000 · first AC: 2015-05-03 · Java 8 (first AC) · Tags: —

[VArtem's solution](#)

411.

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · Java 8 (first AC) · Tags: —

[VArtem's solution](#)

412.

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: brute force, greedy, math

[VArtem's solution](#)

413.

516B

[Brazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-17 · Java 8 (first AC) · Tags: data structures, graph matchings, greedy, implementation

[VArtem's solution](#)

414.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: bitmasks, probabilities

[VArtem's solution](#)

415.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-01-12 · Java 8 (first AC) · Tags: binary search, data structures, math

[VArtem's solution](#)

416.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · Java 8 (first AC) · Tags: dp, strings

[VArtem's solution](#)

417.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2014-11-21 · Java 8 (first AC) · Tags: binary search, data structures, dp, two pointers

[VArtem's solution](#)

418.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2014-10-05 · Java 8 (first AC) · Tags: brute force, data structures, math

[VArtem's solution](#)

419.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 2000 · first AC: 2014-09-12 · Java 8 (first AC) · Tags: brute force, math

[VArtem's solution](#)

420.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-07 · Java 8 (first AC) · Tags: brute force, geometry

[VArtem's solution](#)

421.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2014-05-02 · Java 7 (first AC) · Tags: greedy, implementation, math, ternary search

[VArtem's solution](#)

422.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2014-01-20 · Java 7 (first AC) · Tags: data structures, dfs and similar, trees

[VArtem's solution](#)

423.

382B

[Number Busters](#) · [Tutorial](#)

Quality: 1,505 global accepts · Rating: 2000 · first AC: 2014-01-17 · Java 7 (first AC) · Tags: binary search, math

[VArtem's solution](#)

424.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2013-12-30 · Java 7 (first AC) · Tags: bitmasks, brute force, dp

[VArtem's solution](#)

425.

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2000 · first AC: 2013-12-08 · Java 7 (first AC) · Tags: greedy, math, two pointers

[VArtem's solution](#)

426.

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 2000 · first AC: 2013-11-24 · Java 7 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers

[VArtem's solution](#)

427.

346B

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

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2013-09-20 · Java 7 (first AC) · Tags: dp, strings

[VArtem's solution](#)

428.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-08-16 · Java 7 (first AC) · Tags: dfs and similar, dp, trees

[VArtem's solution](#)

429.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: brute force

[VArtem's solution](#)

430.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2013-04-13 · Java 7 (first AC) · Tags: *special, dfs and similar, hashing, strings

[VArtem's solution](#)

431.

241C

[Mirror Box](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2000 · first AC: 2012-11-01 · Java 6 (first AC) · Tags: geometry, implementation

[VArtem's solution](#)

432.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2012-10-21 · Java 6 (first AC) · Tags: dp, math, probabilities

[VArtem's solution](#)

433.

178C3

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2000 · first AC: 2012-04-28 · Java 6 (first AC) · Tags: —

[VArtem's solution](#)

434.

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2011-08-29 · Java 6 (first AC) · Tags: constructive algorithms, sortings

[VArtem's solution](#)

435.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-05-06 · Java 6 (first AC) · Tags: dp

[VArtem's solution](#)

436.

44J

[Triminoes](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2000 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[VArtem's solution](#)

437.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · Java 21 (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[VArtem's solution](#)

438.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · Java 11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[VArtem's solution](#)

439.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2018-06-24 · Java 8 (first AC) · Tags: constructive algorithms, implementation

[VArtem's solution](#)

440.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[VArtem's solution](#)

441.

852C

[Property](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2100 · first AC: 2017-09-03 · Java 8 (first AC) · Tags: greedy, sortings

[VArtem's solution](#)

442.

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[VArtem's solution](#)

443.

771C

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

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-18 · Java 8 (first AC) · Tags: dfs and similar, dp, trees

[VArtem's solution](#)

444.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · Java 8 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[VArtem's solution](#)

445.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2017-01-06 · Java 8 (first AC) · Tags: binary search, data structures, greedy, sortings

[VArtem's solution](#)

446.

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings

[VArtem's solution](#)

447.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2015-08-22 · Java 8 (first AC) · Tags: combinatorics, implementation, math
[VArtem's solution](#)

448.

541F

[Quest](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-05-03 · Java 8 (first AC) · Tags: —
[VArtem's solution](#)

449.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · Java 8 (first AC) · Tags: greedy, two pointers
[VArtem's solution](#)

450.

497C

[Distributing Parts](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-12-17 · Java 8 (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[VArtem's solution](#)

451.

475C

[Kamal-ol-molk's Painting](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: 2100 · first AC: 2014-10-05 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy
[VArtem's solution](#)

452.

466E

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

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2014-09-12 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs, trees
[VArtem's solution](#)

453.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2014-09-12 · Java 8 (first AC) · Tags: combinatorics, dp
[VArtem's solution](#)

454.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-09-07 · Java 8 (first AC) · Tags: dp
[VArtem's solution](#)

455.

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-08-10 · Java 8 (first AC) · Tags: data structures, ternary search
[VArtem's solution](#)

456.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-06 · Java 7 (first AC) · Tags: combinatorics, divide and conquer
[VArtem's solution](#)

457.

386D

[Game with Points](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2100 · first AC: 2014-01-16 · Java 7 (first AC) · Tags: dp, graphs, implementation, shortest paths
[VArtem's solution](#)

458.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2013-12-13 · Java 7 (first AC) · Tags: data structures, dp, math

[VArtem's solution](#)

459.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2013-10-13 · Java 7 (first AC) · Tags: brute force, dp, number theory

[VArtem's solution](#)

460.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2013-09-14 · Java 7 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[VArtem's solution](#)

461.

345B

[Triskaidekaphobia](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 2100 · first AC: 2013-09-13 · Ada (first AC) · Tags: *special

[VArtem's solution](#)

462.

308B

[Context Advertising](#) · [Tutorial](#)

Rating: 2100 · first AC: 2013-05-17 · Java 7 (first AC) · Tags: —

[VArtem's solution](#)

463.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2013-02-01 · Java 7 (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[VArtem's solution](#)

464.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2012-09-24 · Java 6 (first AC) · Tags: constructive algorithms, greedy

[VArtem's solution](#)

465.

163C

[Conveyor](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2100 · first AC: 2012-03-25 · Java 6 (first AC) · Tags: sortings, two pointers

[VArtem's solution](#)

466.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2012-01-22 · Java 6 (first AC) · Tags: combinatorics, dp, math

[VArtem's solution](#)

467.

81D

[Polycarp's Picture Gallery](#) · [Tutorial](#)

Quality: 805 global accepts · Rating: 2100 · first AC: 2011-05-04 · Java 6 (first AC) · Tags: constructive algorithms, greedy

[VArtem's solution](#)

468.

74C

[Chessboard Billiard](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2100 · first AC: 2011-04-15 · Java 6 (first AC) · Tags: dfs and similar, dsu, graphs, number theory

[VArtem's solution](#)

469.

65C

[Harry Potter and the Golden Snitch](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2100 · first AC: 2011-03-05 · Java 6 (first AC) · Tags: binary search, geometry

[VArtem's solution](#)

470.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · Java 11 (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[VArtem's solution](#)

471.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-04-27 · Java 8 (first AC) · Tags: brute force, constructive algorithms

[VArtem's solution](#)

472.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · Java 8 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[VArtem's solution](#)

473.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-29 · Java 8 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[VArtem's solution](#)

474.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-24 · Java 8 (first AC) · Tags: bitmasks, dp

[VArtem's solution](#)

475.

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-09-03 · Java 8 (first AC) · Tags: combinatorics, math, number theory

[VArtem's solution](#)

476.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2017-01-22 · Java 8 (first AC) · Tags: data structures

[VArtem's solution](#)

477.

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2200 · first AC: 2016-04-15 · Java 8 (first AC) · Tags: dfs and similar, graphs

[VArtem's solution](#)

478.

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-03-28 · Java 8 (first AC) · Tags: hashing, implementation, math

[VArtem's solution](#)

479.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: dp, greedy, strings

[VArtem's solution](#)

480.

618D

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

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-01-29 · Java 7 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees
[VArtem's solution](#)

481.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · Java 8 (first AC) · Tags: games
[VArtem's solution](#)

482.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · Java 8 (first AC) · Tags: constructive algorithms, greedy, sortings
[VArtem's solution](#)

483.

538E

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

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: dfs and similar, dp, math, trees
[VArtem's solution](#)

484.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: brute force, data structures, math, sortings
[VArtem's solution](#)

485.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: hashing, string suffix structures, strings
[VArtem's solution](#)

486.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2015-02-24 · Java 8 (first AC) · Tags: greedy, implementation, math, ternary search
[VArtem's solution](#)

487.

508E

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

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2015-01-27 · Java 8 (first AC) · Tags: dp, greedy
[VArtem's solution](#)

488.

506B

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

Rating: 2200 · first AC: 2015-01-18 · Java 8 (first AC) · Tags: dfs and similar, graphs
[VArtem's solution](#)

489.

477C

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

Rating: 2200 · first AC: 2014-10-12 · Java 8 (first AC) · Tags: dp
[VArtem's solution](#)

490.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2013-11-29 · Java 7 (first AC) · Tags: binary search, data structures
[VArtem's solution](#)

491.

354E

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

Quality: 911 global accepts · Rating: 2200 · first AC: 2013-10-13 · Java 7 (first AC) · Tags: constructive algorithms, dfs and similar, dp
[VArtem's solution](#)

492.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2013-09-20 · Java 7 (first AC) · Tags: greedy, math
[VArtem's solution](#)

493.

345D

[Chain Letter](#) · [Tutorial](#)

Quality: 83 global accepts · Rating: 2200 · first AC: 2013-09-13 · Ada (first AC) · Tags: *special, dfs and similar, graphs
[VArtem's solution](#)

494.

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2013-03-13 · Java 7 (first AC) · Tags: bitmasks, data structures, trees
[VArtem's solution](#)

495.

178F2

[Representative Sampling](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2200 · first AC: 2012-04-28 · Java 6 (first AC) · Tags: dp, sortings, strings
[VArtem's solution](#)

496.

183C

[Cyclic Coloring](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2012-04-27 · Java 6 (first AC) · Tags: dfs and similar
[VArtem's solution](#)

497.

65D

[Harry Potter and the Sorting Hat](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2200 · first AC: 2011-03-05 · Java 6 (first AC) · Tags: brute force, dfs and similar, hashing
[VArtem's solution](#)

498.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · Java 21 (first AC) · Tags: brute force, data structures, dp
[VArtem's solution](#)

499.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · Java 21 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
[VArtem's solution](#)

500.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2020-02-23 · Java 8 (first AC) · Tags: dp, graphs, probabilities
[VArtem's solution](#)

501.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2017-10-28 · Java 8 (first AC) · Tags: data structures, implementation
[VArtem's solution](#)

502.

852I

[Dating](#) · [Tutorial](#)

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

[VArtem's solution](#)

503.

772C

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

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2017-04-16 · Java 8 (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[VArtem's solution](#)

504.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-08-24 · Java 8 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[VArtem's solution](#)

505.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[VArtem's solution](#)

506.

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2015-02-24 · Java 8 (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation

[VArtem's solution](#)

507.

516C

[Brazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-17 · Java 8 (first AC) · Tags: data structures

[VArtem's solution](#)

508.

487C

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

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2014-11-21 · Java 7 (first AC) · Tags: constructive algorithms, math, number theory

[VArtem's solution](#)

509.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2014-09-18 · Java 8 (first AC) · Tags: data structures, dp, greedy

[VArtem's solution](#)

510.

425C

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

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-04-27 · Java 7 (first AC) · Tags: data structures, dp

[VArtem's solution](#)

511.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2014-01-20 · Java 7 (first AC) · Tags: dp

[VArtem's solution](#)

512.

358E

[Dima and Kicks](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2013-10-25 · Java 7 (first AC) · Tags: brute force, dsu, graphs, implementation

[VArtem's solution](#)

513.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2011-06-20 · Java 6 (first AC) · Tags: combinatorics, dsu, graphs

[VArtem's solution](#)

514.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2011-05-20 · Java 6 (first AC) · Tags: binary search, brute force, data structures, implementation

[VArtem's solution](#)

515.

1237E

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

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: dp, math

[VArtem's solution](#)

516.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-13 · Java 8 (first AC) · Tags: dfs and similar, graphs, hashing

[VArtem's solution](#)

517.

781D

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

Rating: 2400 · first AC: 2017-03-05 · Java 8 (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[VArtem's solution](#)

518.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · Java 8 (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[VArtem's solution](#)

519.

717G

[Underfail](#) · [Tutorial](#)

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

[VArtem's solution](#)

520.

717H

[Pokémon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: math, probabilities

[VArtem's solution](#)

521.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-07-19 · Java 8 (first AC) · Tags: bitmasks, dp, math, probabilities

[VArtem's solution](#)

522.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2016-05-07 · Java 8 (first AC) · Tags: dp

[VArtem's solution](#)

523.

641D

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

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2016-04-24 · Java 8 (first AC) · Tags: dp, implementation, math, probabilities

[VArtem's solution](#)

524.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2016-04-15 · Java 8 (first AC) · Tags: bitmasks, math, matrices, probabilities

[VArtem's solution](#)

525.

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2016-03-28 · Java 8 (first AC) · Tags: data structures, greedy, sortings, two pointers

[VArtem's solution](#)

526.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-02-26 · last AC: 2016-02-27 · Java 7 (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[VArtem's solution](#)

527.

605C

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

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-09 · Java 8 (first AC) · Tags: geometry

[VArtem's solution](#)

528.

532F

[Encoding](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-04-17 · Java 8 (first AC) · Tags: —

[VArtem's solution](#)

529.

526E

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

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: dp, implementation

[VArtem's solution](#)

530.

524E

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

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-21 · Java 8 (first AC) · Tags: data structures, sortings

[VArtem's solution](#)

531.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: dp, probabilities

[VArtem's solution](#)

532.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-01-18 · Java 8 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[VArtem's solution](#)

533.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2014-09-18 · Java 8 (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[VArtem's solution](#)

534.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2013-12-30 · Java 7 (first AC) · Tags: data structures, divide and conquer, trees

[VArtem's solution](#)

535.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2013-12-29 · Java 7 (first AC) · Tags: data structures

[VArtem's solution](#)

536.

354B

[Game with Strings](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2400 · first AC: 2013-10-13 · Java 7 (first AC) · Tags: bitmasks, dp, games

[VArtem's solution](#)

537.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2012-12-16 · Java 7 (first AC) · Tags: data structures

[VArtem's solution](#)

538.

1505H

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

Quality: 563 global accepts · Rating: 2500 · first AC: 2021-04-01 · Python 3 (first AC) · Tags: *special

[VArtem's solution](#)

539.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-01 · Java 8 (first AC) · Tags: data structures, hashing, strings

[VArtem's solution](#)

540.

1209E2

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

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: bitmasks, dp, greedy, sortings

[VArtem's solution](#)

541.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[VArtem's solution](#)

542.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-27 · Java 8 (first AC) · Tags: binary search, graph matchings, greedy

[VArtem's solution](#)

543.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · Java 8 (first AC) · Tags: data structures

[VArtem's solution](#)

544.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-10 · Java 8 (first AC) · Tags: constructive algorithms, implementation, strings

[VArtem's solution](#)

545.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2018-03-04 · Java 8 (first AC) · Tags: data structures, games, implementation

[VArtem's solution](#)

546.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[VArtem's solution](#)

547.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-03-18 · Java 8 (first AC) · Tags: dp

[VArtem's solution](#)

548.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: combinatorics, math, number theory

[VArtem's solution](#)

549.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-01-29 · Java 7 (first AC) · Tags: data structures, geometry

[VArtem's solution](#)

550.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-22 · last AC: 2015-08-22 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[VArtem's solution](#)

551.

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2015-01-27 · Java 8 (first AC) · Tags: dfs and similar, graphs

[VArtem's solution](#)

552.

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-01-12 · Java 8 (first AC) · Tags: implementation, math

[VArtem's solution](#)

553.

379E

[New Year Tree Decorations](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 2500 · first AC: 2013-12-30 · Java 7 (first AC) · Tags: geometry, schedules, sortings

[VArtem's solution](#)

554.

173D

[Deputies](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 2500 · first AC: 2012-04-07 · Java 6 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[VArtem's solution](#)

555.

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2011-06-30 · Java 6 (first AC) · Tags: brute force, implementation

[VArtem's solution](#)

556.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · Java 21 (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[VArtem's solution](#)

557.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · Java 21 (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[VArtem's solution](#)

558.

1505G

[Encoded message](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2021-04-01 · Python 3 (first AC) · Tags: *special, implementation

[VArtem's solution](#)

559.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · Java 11 (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[VArtem's solution](#)

560.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · Java 11 (first AC) · Tags: dfs and similar, dp, graphs, math

[VArtem's solution](#)

561.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: combinatorics, dp

[VArtem's solution](#)

562.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[VArtem's solution](#)

563.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2016-12-30 · Java 8 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[VArtem's solution](#)

564.

717F

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

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

[VArtem's solution](#)

565.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2015-05-03 · last AC: 2015-05-03 · Java 8 (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[VArtem's solution](#)

566.

541E

[Playing on Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · Java 8 (first AC) · Tags: —

[VArtem's solution](#)

567.

382E

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

Quality: 432 global accepts · Rating: 2600 · first AC: 2014-01-17 · Java 7 (first AC) · Tags: combinatorics, dp

[VArtem's solution](#)

568.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-08 · Java 11 (first AC) · Tags: binary search, greedy, math

[VArtem's solution](#)

569.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2018-06-24 · Java 8 (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[VArtem's solution](#)

570.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2017-10-28 · Java 8 (first AC) · Tags: data structures, graphs

[VArtem's solution](#)

571.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2017-04-16 · Java 8 (first AC) · Tags: bitmasks, dp

[VArtem's solution](#)

572.

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-03-05 · Java 8 (first AC) · Tags: data structures

[VArtem's solution](#)

573.

717B

[R3D3's Summer Adventure](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2700 · first AC: 2016-09-11 · Java 8 (first AC) · Tags: dp, greedy

[VArtem's solution](#)

574.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2016-05-07 · Java 8 (first AC) · Tags: dp, math, probabilities, trees

[VArtem's solution](#)

575.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2015-02-07 · last AC: 2015-02-07 · Java 8 (first AC) · Tags: flows

[VArtem's solution](#)

576.

504D

[Misha and XOR](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2015-01-12 · Java 8 (first AC) · Tags: bitmasks

[VArtem's solution](#)

577.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2014-12-30 · Java 8 (first AC) · Tags: divide and conquer, dp

[VArtem's solution](#)

578.

477D

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

Quality: 593 global accepts · Rating: 2700 · first AC: 2014-10-12 · Java 8 (first AC) · Tags: dp, strings

[VArtem's solution](#)

579.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2014-10-05 · Java 8 (first AC) · Tags: dfs and similar

[VArtem's solution](#)

580.

472F

[Design Tutorial: Change the Goal](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2700 · first AC: 2014-09-28 · Java 8 (first AC) · Tags: constructive algorithms, math, matrices

[VArtem's solution](#)

581.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2014-01-20 · Java 7 (first AC) · Tags: combinatorics, divide and conquer, dp

[VArtem's solution](#)

582.

293D

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

Quality: 261 global accepts · Rating: 2700 · first AC: 2013-04-22 · Java 7 (first AC) · Tags: geometry, math, probabilities, two pointers

[VArtem's solution](#)

583.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2020-02-23 · Java 8 (first AC) · Tags: binary search, dp, strings

[VArtem's solution](#)

584.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2017-05-13 · Java 8 (first AC) · Tags: data structures

[VArtem's solution](#)

585.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2016-11-27 · Java 8 (first AC) · Tags: math, matrices

[VArtem's solution](#)

586.

717I

[Cowboy Beblop at his computer](#) · [Tutorial](#)

Quality: 214 global accepts · Rating: 2800 · first AC: 2016-09-11 · last AC: 2016-09-11 · Java 8 (first AC) · Tags: geometry

[VArtem's solution](#)

587.

698E

[Cron](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 2800 · first AC: 2016-07-19 · Java 8 (first AC) · Tags: —

[VArtem's solution](#)

588.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2016-03-28 · Java 8 (first AC) · Tags: binary search, greedy, math, sortings

[VArtem's solution](#)

589.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-06 · Java 8 (first AC) · Tags: data structures, divide and conquer

[VArtem's solution](#)

590.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2017-10-26 · Java 8 (first AC) · Tags: bitmasks

[VArtem's solution](#)

591.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2016-09-11 · Java 8 (first AC) · Tags: combinatorics, math, number theory

[VArtem's solution](#)

592.

852H

[Bob and stages](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2017-09-03 · Java 8 (first AC) · Tags: dp, geometry

[VArtem's solution](#)

593.

1210F1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2019-09-22 · Java 8 (first AC) · Tags: brute force, probabilities

[VArtem's solution](#)

594.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2016-07-22 · Java 8 (first AC) · Tags: data structures, greedy

[VArtem's solution](#)

595.

1210F2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3200 · first AC: 2019-09-22 · Java 8 (first AC) · Tags: brute force, probabilities

[VArtem's solution](#)

596.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2017-01-15 · Java 8 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[VArtem's solution](#)

597.

1531E3

[B >D B<, @ Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-24 · Java 11 (first AC) · Tags: *special, binary search

[VArtem's solution](#)

598.

1531E2

[B >D B<, @ Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-24 · Java 11 (first AC) · Tags: *special, brute force

[VArtem's solution](#)

599.

1531E1

[B 7D B C,, @ C ä 2 C = 0 D ; C,, O C Ô 8 C T <](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-24 · Java 11 (first AC) · Tags: *special

[VArtem's solution](#)

600.

1531D

[B 5 C D O C = B O j a @ D 4 5 C Â C,, = C 4 5 D Â 6 ö Æ ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-24 · last AC: 2021-05-24 · Java 11 (first AC) · Tags: *special

[VArtem's solution](#)

601.

1531C

[B 8 C Ä < C T B D 8 D t = D 9 C < D D 8 D \\$ 5 C B D](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-24 · Java 11 (first AC) · Tags: *special, constructive algorithms, dp

[VArtem's solution](#)

602.

1531B2

[A Ä * C Ô 8 D \\$ > D 8 C Ô 3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-24 · Java 11 (first AC) · Tags: *special

[VArtem's solution](#)

603.

1531B1

[A Ä * C Ô 8 D \\$ > D 8 C Ô 3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-24 · Java 11 (first AC) · Tags: *special

[VArtem's solution](#)

604.

1531A

[A t 8 C Ô 3 C T @ i | color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-24 · Java 11 (first AC) · Tags: *special, implementation

[VArtem's solution](#)

605.

1331F

[Elementary! · Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2020-04-01 · Java 11 (first AC) · Tags: *special, brute force, dp, strings

[VArtem's solution](#)

606.

1331H

[It's showtime · Tutorial](#)

Quality: 649 global accepts · Rating: — · first AC: 2020-04-01 · UnknownX (first AC) · Tags: *special

[VArtem's solution](#)

607.

1331G

[Lingua Romana · Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2020-04-01 · Java 11 (first AC) · Tags: *special

[VArtem's solution](#)

608.

1331E

[Jordan Smiley · Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · Java 11 (first AC) · Tags: *special, dfs and similar, geometry, implementation

[VArtem's solution](#)

609.

1331D

[Again? · Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · Java 11 (first AC) · Tags: *special, implementation

[VArtem's solution](#)

610.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · Java 11 (first AC) · Tags: *special

[VArtem's solution](#)

611.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · Java 11 (first AC) · Tags: *special, bitmasks

[VArtem's solution](#)

612.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · Java 11 (first AC) · Tags: *special, math, number theory

[VArtem's solution](#)

613.

1302I

[Deja vu](#) · [Tutorial](#)

Quality: 6 global accepts · Rating: — · first AC: 2020-02-03 · Java 8 (first AC) · Tags: —

[VArtem's solution](#)

614.

1302J

[Keep talking and nobody explodes -- hard](#) · [Tutorial](#)

Quality: 12 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[VArtem's solution](#)

615.

1302F

[Keep talking and nobody explodes -- easy](#) · [Tutorial](#)

Quality: 76 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, expression parsing

[VArtem's solution](#)

616.

1302H

[Who needs suffix structures?](#) · [Tutorial](#)

Quality: 10 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[VArtem's solution](#)

617.

1302E

[Amazing bitset](#) · [Tutorial](#)

Quality: 51 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[VArtem's solution](#)

618.

1302D

[Dijkstra](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[VArtem's solution](#)

619.

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[VArtem's solution](#)

620.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[VArtem's solution](#)

621.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[VArtem's solution](#)

622.

1275F

[B,,0D4C,,@Cä2C =C,,5 Cö>D BCä2](#)

Quality: 92 global accepts · Rating: — · first AC: 2019-12-09 · Java 8 (first AC) · Tags: *special, binary search, interactive

[VArtem's solution](#)

623.

1275E3

[A↔CÖBD >C´LCÖ0Dò AD4<CÄ0](#)

Quality: 61 global accepts · Rating: — · first AC: 2019-12-08 · Java 8 (first AC) · Tags: *special

[VArtem's solution](#)

624.

1275E2

[A↔CÖBD >C´LCÖ0Dò AD4<CÄ0](#)

Quality: 138 global accepts · Rating: — · first AC: 2019-12-08 · Java 8 (first AC) · Tags: *special

[VArtem's solution](#)

625.

1275E1

[A↔CÖBD >C´LCÖ0Dò AD4<CÄ0](#)

Quality: 265 global accepts · Rating: — · first AC: 2019-12-08 · Java 8 (first AC) · Tags: *special

[VArtem's solution](#)

626.

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-08 · Java 8 (first AC) · Tags: *special

[VArtem's solution](#)

627.

1275C

[#define At0CDD0toB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-08 · Java 8 (first AC) · Tags: *special

[VArtem's solution](#)

628.

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-08 · Java 8 (first AC) · Tags: *special

[VArtem's solution](#)

629.

1275A

[B DKK\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-08 · Java 8 (first AC) · Tags: *special

[VArtem's solution](#)

630.

100141B

[AS>0fäC](#)

Rating: — · first AC: 2016-12-27 · Java 8 (first AC) · Tags: —

[VArtem's solution](#)

631.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-03 · last AC: 2013-12-03 · Perl (first AC) · Tags: —

[VArtem's solution](#)

632.

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-02 · Java 7 (first AC) · Tags: —

[VArtem's solution](#)

633.

100134L

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

Rating: — · first AC: 2013-11-29 · Java 7 (first AC) · Tags: —

[VArtem's solution](#)

634.

100134D

[Disjoint Regular Expressions](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-29 · Java 7 (first AC) · Tags: —

[VArtem's solution](#)

635.

100300H

["Roman" corridor](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-27 · Java 7 (first AC) · Tags: —

[VArtem's solution](#)

636.

100300C

[Map Generator](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-27 · Java 7 (first AC) · Tags: —

[VArtem's solution](#)

637.

100300G

[Pseudographical recognizer](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-27 · Java 7 (first AC) · Tags: —

[VArtem's solution](#)

638.

100125C

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-24 · Java 7 (first AC) · Tags: —

[VArtem's solution](#)

639.

100125L

[Log Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-24 · Java 7 (first AC) · Tags: —

[VArtem's solution](#)

640.

100227H

[Double Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-13 · Java 7 (first AC) · Tags: —

[VArtem's solution](#)

641.

100227L

[Crossed ladders](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-13 · Java 7 (first AC) · Tags: —

[VArtem's solution](#)

642.

100227J

[Cigarettes](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-13 · Java 7 (first AC) · Tags: —

[VArtem's solution](#)