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Unique solved — VadymKa

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

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Filters: none

Count: 498

1.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[VadymKa's solution](#)

2.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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3.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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4.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,989 global accepts · Rating: 800 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[VadymKa's solution](#)

5.

112A

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

Quality: 287,244 global accepts · Rating: 800 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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6.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,279 global accepts · Rating: 800 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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7.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,466 global accepts · Rating: 800 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

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8.

1305A

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

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

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9.

1307A

[Cow and Haybales](#) · [Tutorial](#)

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

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10.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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11.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,703 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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12.

1270A

[Card Game](#) · [Tutorial](#)

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

13.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 800 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[VadymKa's solution](#)

14.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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15.

1234A

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16.

1220A

[Cards](#) · [Tutorial](#)

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

17.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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18.

755A

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

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19.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[VadymKa's solution](#)

20.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[VadymKa's solution](#)

21.

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math

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22.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,456 global accepts · Rating: 800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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23.

1030A

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

Quality: 171,455 global accepts · Rating: 800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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24.

977A

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

Quality: 217,481 global accepts · Rating: 800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[VadymKa's solution](#)

25.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: math

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26.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[VadymKa's solution](#)

27.

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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28.

1097A

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

Quality: 43,806 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[VadymKa's solution](#)

29.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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30.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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31.

959A

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

Quality: 55,668 global accepts · Rating: 800 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: games, math

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32.

794A

[Bank Robbery](#) · [Tutorial](#)

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

[VadymKa's solution](#)

33.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,735 global accepts · Rating: 800 · first AC: 2017-03-11 · Python 3 (first AC) · Tags: *special, implementation

[VadymKa's solution](#)

34.

769A

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35.

764A

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

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

[VadymKa's solution](#)

36.

752A

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

Rating: 800 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[VadymKa's solution](#)

37.

723A

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38.

721A

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39.

716A

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40.

712A

[Memory and Crow](#) · [Tutorial](#)

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41.

711A

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42.

705A

[Hulk](#) · [Tutorial](#)

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43.

703A

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[VadymKa's solution](#)

44.

701A

[Cards](#) · [Tutorial](#)

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[VadymKa's solution](#)

45.

629A

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46.

624A

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47.

609A

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48.

520A

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49.

510A

[Fox And Snake](#) · [Tutorial](#)

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50.

1471A

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

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[VadymKa's solution](#)

51.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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52.

1208A

[XORinacci](#) · [Tutorial](#)

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

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53.

1201A

[Important Exam](#) · [Tutorial](#)

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54.

6A

[Triangle](#) · [Tutorial](#)

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[VadymKa's solution](#)

55.

424A

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Quality: 9,186 global accepts · Rating: 900 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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56.

1187A

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Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math

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57.

1169A

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Quality: 12,693 global accepts · Rating: 900 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[VadymKa's solution](#)

58.

1166A

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

[VadymKa's solution](#)

59.

1110A

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

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60.

26A

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61.

913A

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Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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62.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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63.

764B

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[VadymKa's solution](#)

64.

745A

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65.

706A

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Quality: 15,341 global accepts · Rating: 900 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation
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66.

1265A

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67.

1266B

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68.

1266A

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Quality: 17,513 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
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69.

1237A

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

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70.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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71.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[VadymKa's solution](#)

72.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
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73.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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74.

1090M

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

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75.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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76.

766B

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

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

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77.

766A

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

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

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78.

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: implementation

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79.

742A

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

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80.

724A

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

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

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81.

1A

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82.

699A

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

Quality: 18,843 global accepts · Rating: 1000 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: implementation

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83.

626A

[Robot Sequence](#) · [Tutorial](#)

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

[VadymKa's solution](#)

84.

583A

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Quality: 11,760 global accepts · Rating: 1000 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: implementation

[VadymKa's solution](#)

85.

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2015-02-17 · Mono C# (first AC) · Tags: math

[VadymKa's solution](#)

86.

507A

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Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-01-23 · Mono C# (first AC) · Tags: greedy, implementation, sortings

[VadymKa's solution](#)

87.

1631B

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Quality: 26,894 global accepts · Rating: 1100 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[VadymKa's solution](#)

88.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[VadymKa's solution](#)

89.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[VadymKa's solution](#)

90.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[VadymKa's solution](#)

91.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[VadymKa's solution](#)

92.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · last AC: 2019-08-16 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

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93.

1202A

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

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

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94.

505A

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

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[VadymKa's solution](#)

95.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[VadymKa's solution](#)

96.

1176B

[Merge it!](#) · [Tutorial](#)

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[VadymKa's solution](#)

97.

1166B

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

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

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98.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-02-18 · GNU C++11 (first AC) · Tags: data structures, implementation

[VadymKa's solution](#)

99.

754B

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

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[VadymKa's solution](#)

100.

721B

[Passwords](#) · [Tutorial](#)

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

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101.

719A

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

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: implementation

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102.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,145 global accepts · Rating: 1100 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: implementation, math

[VadymKa's solution](#)

103.

712B

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

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: implementation, strings

[VadymKa's solution](#)

104.

706B

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

Quality: 84,450 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

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105.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: games, math

[VadymKa's solution](#)

106.

629B

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

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

[VadymKa's solution](#)

107.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2016-01-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[VadymKa's solution](#)

108.

522B

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

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-07 · Mono C# (first AC) · Tags: *special, data structures, dp, implementation

[VadymKa's solution](#)

109.

508A

[Pasha and Pixels](#) · [Tutorial](#)

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

[VadymKa's solution](#)

110.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[VadymKa's solution](#)

111.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[VadymKa's solution](#)

112.

1305B

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

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

[VadymKa's solution](#)

113.

1270B

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

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

[VadymKa's solution](#)

114.

1214C

[Bad Sequence](#) · [Tutorial](#)

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

[VadymKa's solution](#)

115.

1205A

[Almost Equal](#) · [Tutorial](#)

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

[VadymKa's solution](#)

116.

701B

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

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[VadymKa's solution](#)

117.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,424 global accepts · Rating: 1200 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[VadymKa's solution](#)

118.

6C

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

Quality: 17,484 global accepts · Rating: 1200 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[VadymKa's solution](#)

119.

9C

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

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[VadymKa's solution](#)

120.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[VadymKa's solution](#)

121.

1185C1

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

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

[VadymKa's solution](#)

122.

1185B

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

Quality: 14,223 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[VadymKa's solution](#)

123.

1097B

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

Quality: 35,956 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[VadymKa's solution](#)

124.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[VadymKa's solution](#)

125.

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation

[VadymKa's solution](#)

126.

928A

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

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

[VadymKa's solution](#)

127.

913B

[Christmas Spruce](#) · [Tutorial](#)

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

[VadymKa's solution](#)

128.

794B

[Cutting Carrot](#) · [Tutorial](#)

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

[VadymKa's solution](#)

129.

769B

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

Quality: 3,442 global accepts · Rating: 1200 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, two pointers

[VadymKa's solution](#)

130.

754A

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

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[VadymKa's solution](#)

131.

714B

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

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: implementation, sortings

[VadymKa's solution](#)

132.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: greedy, implementation

[VadymKa's solution](#)

133.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2015-03-07 · Mono C# (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[VadymKa's solution](#)

134.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,315 global accepts · Rating: 1200 · first AC: 2015-02-14 · Mono C# (first AC) · Tags: greedy, implementation

[VadymKa's solution](#)

135.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[VadymKa's solution](#)

136.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[VadymKa's solution](#)

137.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[VadymKa's solution](#)

138.

1220B

[Multiplication Table](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[VadymKa's solution](#)

139.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[VadymKa's solution](#)

140.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[VadymKa's solution](#)

141.

777B

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

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[VadymKa's solution](#)

142.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[VadymKa's solution](#)

143.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[VadymKa's solution](#)

144.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[VadymKa's solution](#)

145.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[VadymKa's solution](#)

146.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · last AC: 2019-08-16 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[VadymKa's solution](#)

147.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[VadymKa's solution](#)

148.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[VadymKa's solution](#)

149.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[VadymKa's solution](#)

150.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[VadymKa's solution](#)

151.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings

[VadymKa's solution](#)

152.

4C

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

Quality: 108,144 global accepts · Rating: 1300 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[VadymKa's solution](#)

153.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,877 global accepts · Rating: 1300 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[VadymKa's solution](#)

154.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[VadymKa's solution](#)

155.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1300 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[VadymKa's solution](#)

156.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[VadymKa's solution](#)

157.

716B

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

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: greedy, two pointers

[VadymKa's solution](#)

158.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: graphs

[VadymKa's solution](#)

159.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[VadymKa's solution](#)

160.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[VadymKa's solution](#)

161.

526A

[King of Thieves](#) · [Tutorial](#)

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

[VadymKa's solution](#)

162.

515B

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2015-02-17 · Mono C# (first AC) · Tags: brute force, dsu, meet-in-the-middle, number

theory

[VadymKa's solution](#)

163.

508B

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

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

[VadymKa's solution](#)

164.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[VadymKa's solution](#)

165.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[VadymKa's solution](#)

166.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[VadymKa's solution](#)

167.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[VadymKa's solution](#)

168.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[VadymKa's solution](#)

169.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[VadymKa's solution](#)

170.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[VadymKa's solution](#)

171.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[VadymKa's solution](#)

172.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[VadymKa's solution](#)

173.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[VadymKa's solution](#)

174.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[VadymKa's solution](#)

175.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[VadymKa's solution](#)

176.

745B

[Hongcow Solves A Puzzle](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2016-12-17 · last AC: 2019-08-26 · GNU C++11 (first AC) · Tags: implementation

[VadymKa's solution](#)

177.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[VadymKa's solution](#)

178.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,239 global accepts · Rating: 1400 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[VadymKa's solution](#)

179.

505B

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

Quality: 14,981 global accepts · Rating: 1400 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[VadymKa's solution](#)

180.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[VadymKa's solution](#)

181.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[VadymKa's solution](#)

182.

445B

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

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy

[VadymKa's solution](#)

183.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 1400 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[VadymKa's solution](#)

184.

1009B

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

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[VadymKa's solution](#)

185.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[VadymKa's solution](#)

186.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,007 global accepts · Rating: 1400 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[VadymKa's solution](#)

187.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[VadymKa's solution](#)

188.

493B

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

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[VadymKa's solution](#)

189.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,797 global accepts · Rating: 1400 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[VadymKa's solution](#)

190.

550B

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

Quality: 27,450 global accepts · Rating: 1400 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[VadymKa's solution](#)

191.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math

[VadymKa's solution](#)

192.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu

[VadymKa's solution](#)

193.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,181 global accepts · Rating: 1400 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[VadymKa's solution](#)

194.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1400 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[VadymKa's solution](#)

195.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[VadymKa's solution](#)

196.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[VadymKa's solution](#)

197.

928B

[Chat](#) · [Tutorial](#)

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

[VadymKa's solution](#)

198.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[VadymKa's solution](#)

199.

752C

[Santa Claus and Robot](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: greedy, shortest paths

[VadymKa's solution](#)

200.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,818 global accepts · Rating: 1400 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: greedy

[VadymKa's solution](#)

201.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[VadymKa's solution](#)

202.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,057 global accepts · Rating: 1400 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation, math

[VadymKa's solution](#)

203.

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: brute force, dp

[VadymKa's solution](#)

204.

526B

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

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

[VadymKa's solution](#)

205.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,183 global accepts · Rating: 1400 · first AC: 2015-03-02 · Mono C# (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[VadymKa's solution](#)

206.

518B

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

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

[VadymKa's solution](#)

207.

515C

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

Quality: 28,708 global accepts · Rating: 1400 · first AC: 2015-02-17 · Mono C# (first AC) · Tags: greedy, math, sortings

[VadymKa's solution](#)

208.

514B

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

Quality: 22,632 global accepts · Rating: 1400 · first AC: 2015-02-14 · Mono C# (first AC) · Tags: brute force, data structures, geometry, implementation, math

[VadymKa's solution](#)

209.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,685 global accepts · Rating: 1400 · first AC: 2015-01-23 · Mono C# (first AC) · Tags: geometry, math

[VadymKa's solution](#)

210.

1616C

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211.

1516B

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212.

1307C

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213.

1299A

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214.

1136C

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215.

1119C

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216.

1054C

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217.

1283C

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218.

1242A

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219.

1250L

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1250H

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1215C

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222.

1209C

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223.

744A

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224.

1208B

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225.

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226.

1201B

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227.

1178D

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228.

1195D1

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229.

982C

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230.

1101E

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231.

908C

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[VadymKa's solution](#)

232.

997A

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233.

1010A

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234.

555A

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235.

977E

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236.

414A

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237.

587A

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238.

165B

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[VadymKa's solution](#)

239.

557B

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240.

614A

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241.

812C

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242.

1186D

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243.

1106D

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244.

1114B

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245.

441C

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246.

611C

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247.

743C

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248.

742B

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249.

460B

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250.

839C

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251.

584B

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252.

676C

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253.

268C

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254.

576A

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255.

687A

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256.

166E

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257.

580B

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258.

545C

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259.

550C

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260.

580C

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261.

550A

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262.

1179A

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263.

1169B

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264.

1166C

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265.

1110C

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266.

1081C

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267.

1081B

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implementation

[VadymKa's solution](#)

268.

1043C

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269.

959C

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771A

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271.

771B

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272.

760B

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273.

752B

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Rating: 1500 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

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274.

745C

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275.

707C

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276.

701C

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277.

609C

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278.

520C

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279.

510B

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280.

1305C

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281.

1303C

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282.

1290A

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283.

1015D

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284.

1017C

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285.

1025C

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286.

1151B

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287.

1059C

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288.

1056D

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289.

1255C

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290.

1281B

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291.

1246A

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[VadymKa's solution](#)

292.

1240A

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Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

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293.

1217B

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Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[VadymKa's solution](#)

294.

742D

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[VadymKa's solution](#)

295.

1198A

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296.

1198B

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297.

518C

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298.

510C

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299.

446A

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Quality: 13,530 global accepts · Rating: 1600 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers

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300.

1B

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301.

1188A1

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Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees

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302.

788A

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303.

1148B

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Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

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304.

1165E

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Quality: 10,017 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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305.

1165D

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Quality: 19,719 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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306.

1109A

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307.

1098A

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Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[VadymKa's solution](#)

308.

924B

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

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309.

923B

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

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310.

793B

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

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[VadymKa's solution](#)

311.

742C

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, math

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312.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

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313.

723C

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Quality: 5,216 global accepts · Rating: 1600 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: greedy

[VadymKa's solution](#)

314.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,202 global accepts · Rating: 1600 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: greedy, math

[VadymKa's solution](#)

315.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: dp, strings

[VadymKa's solution](#)

316.

705C

[Thor](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[VadymKa's solution](#)

317.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[VadymKa's solution](#)

318.

518A

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

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

[VadymKa's solution](#)

319.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2019-07-14 · last AC: 2025-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[VadymKa's solution](#)

320.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[VadymKa's solution](#)

321.

1320B

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Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[VadymKa's solution](#)

322.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[VadymKa's solution](#)

323.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[VadymKa's solution](#)

324.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[VadymKa's solution](#)

325.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[VadymKa's solution](#)

326.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[VadymKa's solution](#)

327.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[VadymKa's solution](#)

328.

1229A

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

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[VadymKa's solution](#)

329.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[VadymKa's solution](#)

330.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[VadymKa's solution](#)

331.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[VadymKa's solution](#)

332.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[VadymKa's solution](#)

333.

583C

[GCD Table](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[VadymKa's solution](#)

334.

518D

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

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2015-02-24 · last AC: 2019-07-30 · Mono C# (first AC) · Tags: combinatorics, dp, math, probabilities

[VadymKa's solution](#)

335.

507C

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

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, trees

[VadymKa's solution](#)

336.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[VadymKa's solution](#)

337.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers

[VadymKa's solution](#)

338.

382C

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

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[VadymKa's solution](#)

339.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[VadymKa's solution](#)

340.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[VadymKa's solution](#)

341.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[VadymKa's solution](#)

342.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation
[VadymKa's solution](#)

343.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[VadymKa's solution](#)

344.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[VadymKa's solution](#)

345.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[VadymKa's solution](#)

346.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math
[VadymKa's solution](#)

347.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees
[VadymKa's solution](#)

348.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[VadymKa's solution](#)

349.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[VadymKa's solution](#)

350.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers
[VadymKa's solution](#)

351.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1700 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[VadymKa's solution](#)

352.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[VadymKa's solution](#)

353.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[VadymKa's solution](#)

354.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths
[VadymKa's solution](#)

355.

769D

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

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle
[VadymKa's solution](#)

356.

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, strings
[VadymKa's solution](#)

357.

760C

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

Rating: 1700 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[VadymKa's solution](#)

358.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy
[VadymKa's solution](#)

359.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[VadymKa's solution](#)

360.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers
[VadymKa's solution](#)

361.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[VadymKa's solution](#)

362.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[VadymKa's solution](#)

363.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[VadymKa's solution](#)

364.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[VadymKa's solution](#)

365.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[VadymKa's solution](#)

366.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[VadymKa's solution](#)

367.

701E

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

Rating: 1800 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[VadymKa's solution](#)

368.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[VadymKa's solution](#)

369.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[VadymKa's solution](#)

370.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games

[VadymKa's solution](#)

371.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[VadymKa's solution](#)

372.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[VadymKa's solution](#)

373.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[VadymKa's solution](#)

374.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[VadymKa's solution](#)

375.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[VadymKa's solution](#)

376.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[VadymKa's solution](#)

377.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[VadymKa's solution](#)

378.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[VadymKa's solution](#)

379.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[VadymKa's solution](#)

380.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[VadymKa's solution](#)

381.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,478 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[VadymKa's solution](#)

382.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 4,989 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[VadymKa's solution](#)

383.

724C

[Ray Tracing](#) · [Tutorial](#)

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

[VadymKa's solution](#)

384.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1800 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[VadymKa's solution](#)

385.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[VadymKa's solution](#)

386.

624C

[Graph and String](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[VadymKa's solution](#)

387.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[VadymKa's solution](#)

388.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[VadymKa's solution](#)

389.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[VadymKa's solution](#)

390.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[VadymKa's solution](#)

391.

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[VadymKa's solution](#)

392.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[VadymKa's solution](#)

393.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[VadymKa's solution](#)

394.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[VadymKa's solution](#)

395.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[VadymKa's solution](#)

396.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[VadymKa's solution](#)

397.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[VadymKa's solution](#)

398.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[VadymKa's solution](#)

399.

583D

[Once Again...](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[VadymKa's solution](#)

400.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[VadymKa's solution](#)

401.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[VadymKa's solution](#)

402.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[VadymKa's solution](#)

403.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1900 · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[VadymKa's solution](#)

404.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2019-05-03 · last AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[VadymKa's solution](#)

405.

505C

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

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, two pointers

[VadymKa's solution](#)

406.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[VadymKa's solution](#)

407.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,881 global accepts · Rating: 1900 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[VadymKa's solution](#)

408.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[VadymKa's solution](#)

409.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[VadymKa's solution](#)

410.

1068D

[Array Without Local Maximums](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

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411.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

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412.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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413.

928D

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

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414.

745D

[Hongcow's Game](#) · [Tutorial](#)

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

[VadymKa's solution](#)

415.

701D

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Rating: 1900 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, math

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416.

1320C

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

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417.

1268B

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Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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418.

1266D

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Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

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419.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[VadymKa's solution](#)

420.

1240B

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Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[VadymKa's solution](#)

421.

1229B

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

Rating: 2000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[VadymKa's solution](#)

422.

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

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423.

1209E1

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[VadymKa's solution](#)

424.

1214E

[Petya and Construction Set · Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[VadymKa's solution](#)

425.

755D

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[VadymKa's solution](#)

426.

629D

[Babaei and Birthday Cake · Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[VadymKa's solution](#)

427.

629C

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Quality: 3,023 global accepts · Rating: 2000 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[VadymKa's solution](#)

428.

1198C

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Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[VadymKa's solution](#)

429.

526C

[Om Nom and Candies · Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[VadymKa's solution](#)

430.

514C

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Quality: 8,156 global accepts · Rating: 2000 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[VadymKa's solution](#)

431.

1190D

[Tokitsukaze and Strange Rectangle · Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[VadymKa's solution](#)

432.

451D

[Count Good Substrings · Tutorial](#)

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[VadymKa's solution](#)

433.

478D

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Quality: 7,142 global accepts · Rating: 2000 · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[VadymKa's solution](#)

434.

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[VadymKa's solution](#)

435.

1129B

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Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[VadymKa's solution](#)

436.

1103B

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[VadymKa's solution](#)

437.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[VadymKa's solution](#)

438.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[VadymKa's solution](#)

439.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[VadymKa's solution](#)

440.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[VadymKa's solution](#)

441.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[VadymKa's solution](#)

442.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-23 · last AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[VadymKa's solution](#)

443.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[VadymKa's solution](#)

444.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,243 global accepts · Rating: 2100 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[VadymKa's solution](#)

445.

1195E

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Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[VadymKa's solution](#)

446.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[VadymKa's solution](#)

447.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2019-06-09 · last AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[VadymKa's solution](#)

448.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[VadymKa's solution](#)

449.

1040D

[Subway Pursuit](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[VadymKa's solution](#)

450.

793D

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

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[VadymKa's solution](#)

451.

764D

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

Rating: 2100 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: geometry

[VadymKa's solution](#)

452.

752D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, strings

[VadymKa's solution](#)

453.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[VadymKa's solution](#)

454.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[VadymKa's solution](#)

455.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[VadymKa's solution](#)

456.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[VadymKa's solution](#)

457.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[VadymKa's solution](#)

458.

518E

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

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, ternary search

[VadymKa's solution](#)

459.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[VadymKa's solution](#)

460.

505D

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

Quality: 2,930 global accepts · Rating: 2200 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[VadymKa's solution](#)

461.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[VadymKa's solution](#)

462.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[VadymKa's solution](#)

463.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[VadymKa's solution](#)

464.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities
[VadymKa's solution](#)

465.

712D

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Quality: 1,993 global accepts · Rating: 2200 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
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466.

1270E

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Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math
[VadymKa's solution](#)

467.

1268C

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Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
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468.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math
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469.

1198D

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Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp
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470.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities
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471.

1148E

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Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers
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472.

1040C

[Timetable](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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473.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, sortings
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474.

772C

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Quality: 1,447 global accepts · Rating: 2300 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[VadymKa's solution](#)

475.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

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476.

1242C

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Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

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477.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[VadymKa's solution](#)

478.

1194F

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Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[VadymKa's solution](#)

479.

1187D

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Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

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480.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[VadymKa's solution](#)

481.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[VadymKa's solution](#)

482.

1209E2

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

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[VadymKa's solution](#)

483.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[VadymKa's solution](#)

484.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[VadymKa's solution](#)

485.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[VadymKa's solution](#)

486.

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[VadymKa's solution](#)

487.

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

[VadymKa's solution](#)

488.

1302A

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Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[VadymKa's solution](#)

489.

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special

[VadymKa's solution](#)

490.

1275C

[#define At0CDD0t0B ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special

[VadymKa's solution](#)

491.

1275F

[B,,0D4C,,@ Cä2C =C,,5 Cö>D BCä2](#)

Quality: 92 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, interactive

[VadymKa's solution](#)

492.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[VadymKa's solution](#)

493.

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[VadymKa's solution](#)

494.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[VadymKa's solution](#)

495.

100307J

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

Rating: — · first AC: 2019-09-28 · Mono C# (first AC) · Tags: —

[VadymKa's solution](#)

496.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[VadymKa's solution](#)

497.

102284B

[A > C L D 8 C R G C A D ² 8 C Ä 0 C ´ 5 C Ô L C = 0 D ò > C = @ D 4 6 C Ô > D B D À](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[VadymKa's solution](#)

498.

102284A

[B t B C ã ö U O D 5 ? A = > C 4 4 C ö](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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