

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

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# Unique solved — ValenKof

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

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

Filters: none

Count: 676

1.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ValenKof's solution](#)

2.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,341 global accepts · Rating: 800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ValenKof's solution](#)

3.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ValenKof's solution](#)

4.

1615A

[Closing The Gap](#) · [Tutorial](#)

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

[ValenKof's solution](#)

5.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 800 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[ValenKof's solution](#)

6.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,414 global accepts · Rating: 800 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ValenKof's solution](#)

7.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ValenKof's solution](#)

8.

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ValenKof's solution](#)

9.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[ValenKof's solution](#)

**10.**

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[ValenKof's solution](#)

**11.**

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-24 · Rust (first AC) · Tags: brute force, implementation

[ValenKof's solution](#)

**12.**

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · Rust (first AC) · Tags: strings

[ValenKof's solution](#)

**13.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,799 global accepts · Rating: 800 · first AC: 2019-09-18 · Rust (first AC) · Tags: implementation, sortings, strings

[ValenKof's solution](#)

**14.**

818A

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

Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ValenKof's solution](#)

**15.**

750A

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

Quality: 92,558 global accepts · Rating: 800 · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[ValenKof's solution](#)

**16.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,532 global accepts · Rating: 800 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: implementation, strings

[ValenKof's solution](#)

**17.**

513A

[Game](#) · [Tutorial](#)

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

[ValenKof's solution](#)

**18.**

472A

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

Quality: 70,773 global accepts · Rating: 800 · first AC: 2014-10-23 · GNU C++0x (first AC) · Tags: math, number theory

[ValenKof's solution](#)

**19.**

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 800 · first AC: 2014-08-04 · GNU C++0x (first AC) · Tags: implementation

[ValenKof's solution](#)

**20.**

440A

[Forgotten Episode](#) · [Tutorial](#)

Quality: 8,919 global accepts · Rating: 800 · first AC: 2014-06-04 · GNU C++0x (first AC) · Tags: implementation

[ValenKof's solution](#)

**21.**

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,947 global accepts · Rating: 800 · first AC: 2014-05-21 · GNU C++0x (first AC) · Tags: implementation

[ValenKof's solution](#)

**22.**

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,508 global accepts · Rating: 800 · first AC: 2014-05-16 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[ValenKof's solution](#)

**23.**

421A

[Pasha and Hamsters](#) · [Tutorial](#)

Quality: 6,884 global accepts · Rating: 800 · first AC: 2014-05-04 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation

[ValenKof's solution](#)

**24.**

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 800 · first AC: 2014-05-04 · GNU C++0x (first AC) · Tags: implementation

[ValenKof's solution](#)

**25.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,238 global accepts · Rating: 800 · first AC: 2014-05-04 · GNU C++0x (first AC) · Tags: implementation

[ValenKof's solution](#)

**26.**

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-12 · MS C++ (first AC) · Tags: \*special, implementation, sortings

[ValenKof's solution](#)

**27.**

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,200 global accepts · Rating: 800 · first AC: 2013-02-21 · Java 7 (first AC) · Tags: implementation

[ValenKof's solution](#)

**28.**

233A

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

Quality: 49,150 global accepts · Rating: 800 · first AC: 2013-02-21 · Java 7 (first AC) · Tags: implementation, math

[ValenKof's solution](#)

**29.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,998 global accepts · Rating: 800 · first AC: 2013-02-21 · Java 7 (first AC) · Tags: implementation

[ValenKof's solution](#)

**30.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,029 global accepts · Rating: 800 · first AC: 2013-02-21 · Java 7 (first AC) · Tags: brute force, implementation, strings

[ValenKof's solution](#)

**31.**

266B

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

Quality: 166,080 global accepts · Rating: 800 · first AC: 2013-02-21 · Java 7 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[ValenKof's solution](#)

**32.**

228A

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

Quality: 139,813 global accepts · Rating: 800 · first AC: 2013-02-21 · Java 7 (first AC) · Tags: implementation

[ValenKof's solution](#)

**33.**

266A

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

Quality: 244,559 global accepts · Rating: 800 · first AC: 2013-02-21 · Java 7 (first AC) · Tags: implementation

[ValenKof's solution](#)

**34.**

71A

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

Quality: 503,253 global accepts · Rating: 800 · first AC: 2011-10-23 · last AC: 2012-10-15 · GNU C++ (first AC) · Tags: strings

[ValenKof's solution](#)

**35.**

38A

[Army](#) · [Tutorial](#)

Quality: 26,488 global accepts · Rating: 800 · first AC: 2012-09-14 · Java 6 (first AC) · Tags: implementation

[ValenKof's solution](#)

**36.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,419 global accepts · Rating: 800 · first AC: 2012-09-14 · Java 7 (first AC) · Tags: implementation, math

[ValenKof's solution](#)

**37.**

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,920 global accepts · Rating: 800 · first AC: 2012-09-14 · Java 7 (first AC) · Tags: brute force

[ValenKof's solution](#)

**38.**

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 800 · first AC: 2012-08-19 · Java 7 (first AC) · Tags: implementation

[ValenKof's solution](#)

**39.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,925 global accepts · Rating: 800 · first AC: 2012-08-19 · Java 7 (first AC) · Tags: implementation, strings

[ValenKof's solution](#)

**40.**

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 800 · first AC: 2012-08-19 · Java 7 (first AC) · Tags: implementation

[ValenKof's solution](#)

**41.**

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2012-08-19 · Java 7 (first AC) · Tags: brute force

[ValenKof's solution](#)

**42.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,445 global accepts · Rating: 800 · first AC: 2012-08-19 · Java 7 (first AC) · Tags: implementation, strings

[ValenKof's solution](#)

- 43.**  
151A  
[Soft Drinking](#) · [Tutorial](#)  
Quality: 94,780 global accepts · Rating: 800 · first AC: 2012-08-17 · Java 7 (first AC) · Tags: implementation, math  
[ValenKof's solution](#)
- 44.**  
155A  
[I love \%username%\%](#) · [Tutorial](#)  
Quality: 93,666 global accepts · Rating: 800 · first AC: 2012-08-17 · Java 7 (first AC) · Tags: brute force  
[ValenKof's solution](#)
- 45.**  
141A  
[Amusing Joke](#) · [Tutorial](#)  
Quality: 101,406 global accepts · Rating: 800 · first AC: 2012-08-17 · Java 7 (first AC) · Tags: implementation, sortings, strings  
[ValenKof's solution](#)
- 46.**  
136A  
[Presents](#) · [Tutorial](#)  
Quality: 146,529 global accepts · Rating: 800 · first AC: 2012-08-17 · Java 7 (first AC) · Tags: implementation  
[ValenKof's solution](#)
- 47.**  
144A  
[Arrival of the General](#) · [Tutorial](#)  
Quality: 121,410 global accepts · Rating: 800 · first AC: 2012-04-21 · Java 6 (first AC) · Tags: implementation  
[ValenKof's solution](#)
- 48.**  
172A  
[Phone Code](#) · [Tutorial](#)  
Quality: 7,517 global accepts · Rating: 800 · first AC: 2012-04-11 · Java 6 (first AC) · Tags: \*special, brute force, implementation  
[ValenKof's solution](#)
- 49.**  
158A  
[Next Round](#) · [Tutorial](#)  
Quality: 320,470 global accepts · Rating: 800 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: \*special, implementation  
[ValenKof's solution](#)
- 50.**  
148A  
[Insomnia cure](#) · [Tutorial](#)  
Quality: 112,396 global accepts · Rating: 800 · first AC: 2012-02-02 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math  
[ValenKof's solution](#)
- 51.**  
80A  
[Panoramix's Prediction](#) · [Tutorial](#)  
Quality: 66,306 global accepts · Rating: 800 · first AC: 2011-10-23 · GNU C++ (first AC) · Tags: brute force  
[ValenKof's solution](#)
- 52.**  
92A  
[Chips](#) · [Tutorial](#)  
Quality: 21,531 global accepts · Rating: 800 · first AC: 2011-10-23 · GNU C++ (first AC) · Tags: implementation, math  
[ValenKof's solution](#)
- 53.**  
110A  
[Nearly Lucky Number](#) · [Tutorial](#)  
Quality: 199,498 global accepts · Rating: 800 · first AC: 2011-10-23 · GNU C++ (first AC) · Tags: implementation  
[ValenKof's solution](#)

**54.**

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,211 global accepts · Rating: 800 · first AC: 2011-10-23 · GNU C++ (first AC) · Tags: implementation

[ValenKof's solution](#)

**55.**

112A

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

Quality: 287,250 global accepts · Rating: 800 · first AC: 2011-10-23 · GNU C++ (first AC) · Tags: implementation, strings

[ValenKof's solution](#)

**56.**

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2011-10-23 · GNU C++ (first AC) · Tags: implementation

[ValenKof's solution](#)

**57.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,551 global accepts · Rating: 800 · first AC: 2011-10-23 · GNU C++ (first AC) · Tags: implementation

[ValenKof's solution](#)

**58.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,851 global accepts · Rating: 800 · first AC: 2011-03-14 · GNU C++ (first AC) · Tags: brute force, math

[ValenKof's solution](#)

**59.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,718 global accepts · Rating: 800 · first AC: 2011-03-14 · GNU C++ (first AC) · Tags: greedy, math

[ValenKof's solution](#)

**60.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,483 global accepts · Rating: 900 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: strings

[ValenKof's solution](#)

**61.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,447 global accepts · Rating: 900 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[ValenKof's solution](#)

**62.**

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ValenKof's solution](#)

**63.**

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-09-21 · Rust (first AC) · Tags: greedy, implementation, sortings

[ValenKof's solution](#)

**64.**

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ValenKof's solution](#)

**65.**

814A

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

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-07 · Go (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[ValenKof's solution](#)

**66.**

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-04-06 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[ValenKof's solution](#)

**67.**

611A

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

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

[ValenKof's solution](#)

**68.**

554A

[Kyoya and Photobooks](#) · [Tutorial](#)

Quality: 14,490 global accepts · Rating: 900 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: brute force, math, strings

[ValenKof's solution](#)

**69.**

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,391 global accepts · Rating: 900 · first AC: 2015-06-29 · GNU C++11 (first AC) · Tags: greedy

[ValenKof's solution](#)

**70.**

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,130 global accepts · Rating: 900 · first AC: 2015-02-28 · GNU C++0x (first AC) · Tags: implementation

[ValenKof's solution](#)

**71.**

439A

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

Quality: 26,622 global accepts · Rating: 900 · first AC: 2014-06-04 · GNU C++0x (first AC) · Tags: greedy, implementation

[ValenKof's solution](#)

**72.**

424A

[Squats](#) · [Tutorial](#)

Quality: 9,186 global accepts · Rating: 900 · first AC: 2014-05-04 · GNU C++0x (first AC) · Tags: implementation

[ValenKof's solution](#)

**73.**

137A

[Postcards and photos](#) · [Tutorial](#)

Quality: 7,834 global accepts · Rating: 900 · first AC: 2012-09-14 · Java 6 (first AC) · Tags: implementation

[ValenKof's solution](#)

**74.**

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2012-09-14 · Java 7 (first AC) · Tags: brute force, implementation

[ValenKof's solution](#)

**75.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,062 global accepts · Rating: 900 · first AC: 2012-08-19 · Java 7 (first AC) · Tags: strings

[ValenKof's solution](#)

**76.**

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 900 · first AC: 2012-08-17 · Java 7 (first AC) · Tags: implementation

[ValenKof's solution](#)

**77.**

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,591 global accepts · Rating: 900 · first AC: 2012-08-17 · Java 7 (first AC) · Tags: geometry

[ValenKof's solution](#)

**78.**

168A

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

Quality: 11,506 global accepts · Rating: 900 · first AC: 2012-08-17 · Java 7 (first AC) · Tags: implementation, math

[ValenKof's solution](#)

**79.**

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,988 global accepts · Rating: 900 · first AC: 2012-08-17 · Java 7 (first AC) · Tags: greedy, implementation, sortings

[ValenKof's solution](#)

**80.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,716 global accepts · Rating: 900 · first AC: 2012-08-17 · Java 7 (first AC) · Tags: greedy, sortings

[ValenKof's solution](#)

**81.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,007 global accepts · Rating: 900 · first AC: 2012-08-17 · Java 7 (first AC) · Tags: implementation

[ValenKof's solution](#)

**82.**

152A

[Marks](#) · [Tutorial](#)

Quality: 18,618 global accepts · Rating: 900 · first AC: 2012-02-20 · GNU C++ (first AC) · Tags: implementation

[ValenKof's solution](#)

**83.**

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2011-10-23 · GNU C++ (first AC) · Tags: math, number theory

[ValenKof's solution](#)

**84.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,648 global accepts · Rating: 900 · first AC: 2011-10-23 · GNU C++ (first AC) · Tags: implementation, strings

[ValenKof's solution](#)

**85.**

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[ValenKof's solution](#)

**86.**

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ValenKof's solution](#)

**87.**

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[ValenKof's solution](#)

**88.**

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 1000 · first AC: 2019-09-24 · Rust (first AC) · Tags: greedy, implementation

[ValenKof's solution](#)

**89.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-21 · Rust (first AC) · Tags: brute force, greedy, math

[ValenKof's solution](#)

**90.**

862A

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

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ValenKof's solution](#)

**91.**

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ValenKof's solution](#)

**92.**

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms

[ValenKof's solution](#)

**93.**

577A

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

Quality: 45,285 global accepts · Rating: 1000 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: implementation, number theory

[ValenKof's solution](#)

**94.**

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: brute force, implementation

[ValenKof's solution](#)

**95.**

37A

[Towers](#) · [Tutorial](#)

Quality: 27,690 global accepts · Rating: 1000 · first AC: 2011-10-23 · last AC: 2015-04-24 · GNU C++ (first AC) · Tags: sortings

[ValenKof's solution](#)

**96.**

515A

[Brazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2015-02-27 · GNU C++0x (first AC) · Tags: math

[ValenKof's solution](#)

**97.**

491A

[Up the hill](#) · [Tutorial](#)

Quality: 3,485 global accepts · Rating: 1000 · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation

[ValenKof's solution](#)

**98.**

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, implementation, strings

[ValenKof's solution](#)

**99.**

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2014-05-04 · GNU C++0x (first AC) · Tags: implementation

[ValenKof's solution](#)

**100.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,266 global accepts · Rating: 1000 · first AC: 2014-01-07 · Java 7 (first AC) · Tags: implementation

[ValenKof's solution](#)

**101.**

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2013-07-06 · GNU C++0x (first AC) · Tags: greedy

[ValenKof's solution](#)

**102.**

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,784 global accepts · Rating: 1000 · first AC: 2013-02-21 · Java 7 (first AC) · Tags: implementation, math

[ValenKof's solution](#)

**103.**

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2013-02-21 · Java 7 (first AC) · Tags: implementation

[ValenKof's solution](#)

**104.**

219A

[k-String](#) · [Tutorial](#)

Quality: 32,316 global accepts · Rating: 1000 · first AC: 2012-09-14 · Java 6 (first AC) · Tags: implementation, strings

[ValenKof's solution](#)

**105.**

221A

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

Quality: 16,802 global accepts · Rating: 1000 · first AC: 2012-09-14 · Java 6 (first AC) · Tags: implementation, math

[ValenKof's solution](#)

**106.**

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1000 · first AC: 2012-08-19 · Java 7 (first AC) · Tags: implementation

[ValenKof's solution](#)

**107.**

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2012-08-19 · Java 7 (first AC) · Tags: math

[ValenKof's solution](#)

**108.**

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,506 global accepts · Rating: 1000 · first AC: 2012-08-18 · Java 7 (first AC) · Tags: implementation

[ValenKof's solution](#)

**109.**

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,206 global accepts · Rating: 1000 · first AC: 2012-08-17 · Java 7 (first AC) · Tags: math

[ValenKof's solution](#)

**110.**

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1000 · first AC: 2012-08-17 · Java 7 (first AC) · Tags: implementation

[ValenKof's solution](#)

**111.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,976 global accepts · Rating: 1000 · first AC: 2012-04-21 · Java 6 (first AC) · Tags: implementation, strings

[ValenKof's solution](#)

**112.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,796 global accepts · Rating: 1000 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: brute force, number theory

[ValenKof's solution](#)

**113.**

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1000 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: brute force, implementation

[ValenKof's solution](#)

**114.**

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1000 · first AC: 2011-10-23 · GNU C++ (first AC) · Tags: brute force, implementation, math

[ValenKof's solution](#)

**115.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,993 global accepts · Rating: 1000 · first AC: 2011-10-23 · GNU C++ (first AC) · Tags: greedy, strings

[ValenKof's solution](#)

**116.**

118B

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

Quality: 34,583 global accepts · Rating: 1000 · first AC: 2011-10-23 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[ValenKof's solution](#)

**117.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,364 global accepts · Rating: 1000 · first AC: 2011-10-23 · GNU C++ (first AC) · Tags: implementation, math

[ValenKof's solution](#)

**118.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,429 global accepts · Rating: 1000 · first AC: 2011-10-23 · GNU C++ (first AC) · Tags: implementation, strings

[ValenKof's solution](#)

**119.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,219 global accepts · Rating: 1000 · first AC: 2011-03-14 · GNU C++ (first AC) · Tags: math

[ValenKof's solution](#)

**120.**

1616B

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

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

[ValenKof's solution](#)

**121.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[ValenKof's solution](#)

**122.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,502 global accepts · Rating: 1100 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[ValenKof's solution](#)

**123.**

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ValenKof's solution](#)

**124.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,137 global accepts · Rating: 1100 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[ValenKof's solution](#)

**125.**

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,710 global accepts · Rating: 1100 · first AC: 2015-02-28 · last AC: 2021-09-03 · GNU C++0x (first AC) · Tags: data structures, implementation, sortings

[ValenKof's solution](#)

**126.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[ValenKof's solution](#)

**127.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-21 · Rust (first AC) · Tags: constructive algorithms, greedy

[ValenKof's solution](#)

**128.**

558A

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

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-08-22 · Python 3 (first AC) · Tags: brute force, implementation, sortings

[ValenKof's solution](#)

**129.**

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-08-22 · Python 3 (first AC) · Tags: greedy, implementation, math

[ValenKof's solution](#)

**130.**

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-06-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[ValenKof's solution](#)

**131.**

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[ValenKof's solution](#)

**132.**

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[ValenKof's solution](#)

**133.**

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2015-04-02 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[ValenKof's solution](#)

**134.**

527A

[Playing with Paper](#) · [Tutorial](#)

Quality: 15,552 global accepts · Rating: 1100 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: implementation, math

[ValenKof's solution](#)

**135.**

522B

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

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: \*special, data structures, dp, implementation

[ValenKof's solution](#)

**136.**

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,890 global accepts · Rating: 1100 · first AC: 2014-05-24 · GNU C++0x (first AC) · Tags: brute force, implementation

[ValenKof's solution](#)

**137.**

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2014-05-04 · GNU C++0x (first AC) · Tags: data structures, implementation

[ValenKof's solution](#)

**138.**

331C1

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2013-07-19 · last AC: 2013-07-19 · Java 7 (first AC) · Tags: dp

[ValenKof's solution](#)

**139.**

292A

[SMSC](#) · [Tutorial](#)

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

[ValenKof's solution](#)

**140.**

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,825 global accepts · Rating: 1100 · first AC: 2013-02-21 · Java 7 (first AC) · Tags: geometry, implementation, math

[ValenKof's solution](#)

**141.**

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 1100 · first AC: 2013-01-04 · Java 7 (first AC) · Tags: brute force, implementation

[ValenKof's solution](#)

**142.**

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,329 global accepts · Rating: 1100 · first AC: 2012-09-14 · Java 6 (first AC) · Tags: implementation, math

[ValenKof's solution](#)

**143.**

116B

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

Quality: 14,614 global accepts · Rating: 1100 · first AC: 2012-09-14 · Java 6 (first AC) · Tags: greedy, implementation

[ValenKof's solution](#)

**144.**

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,004 global accepts · Rating: 1100 · first AC: 2012-09-14 · Java 6 (first AC) · Tags: binary search, implementation, sortings

[ValenKof's solution](#)

**145.**

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2012-08-17 · Java 7 (first AC) · Tags: greedy, sortings

[ValenKof's solution](#)

**146.**

169B

[Replacing Digits](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1100 · first AC: 2012-04-11 · Java 6 (first AC) · Tags: greedy

[ValenKof's solution](#)

**147.**

174A

[Problem About Equation](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 1100 · first AC: 2012-04-10 · last AC: 2012-04-10 · Java 6 (first AC) · Tags: math

[ValenKof's solution](#)

**148.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,830 global accepts · Rating: 1100 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: \*special, greedy, implementation

[ValenKof's solution](#)

**149.**

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: implementation

[ValenKof's solution](#)

**150.**

120C

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

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2011-10-23 · GNU C++ (first AC) · Tags: implementation, math

[ValenKof's solution](#)

**151.**

120B

[Quiz League](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2011-10-23 · GNU C++ (first AC) · Tags: implementation

[ValenKof's solution](#)

**152.**

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,235 global accepts · Rating: 1100 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: implementation, math

[ValenKof's solution](#)

**153.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[ValenKof's solution](#)

**154.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,340 global accepts · Rating: 1200 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[ValenKof's solution](#)

**155.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-21 · Rust (first AC) · Tags: binary search, math

[ValenKof's solution](#)

**156.**

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-24 · Rust (first AC) · Tags: constructive algorithms, greedy, math

[ValenKof's solution](#)

**157.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[ValenKof's solution](#)

**158.**

842A

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

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-30 · Go (first AC) · Tags: brute force, two pointers

[ValenKof's solution](#)

**159.**

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ValenKof's solution](#)

**160.**

574A

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

Quality: 9,524 global accepts · Rating: 1200 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: greedy, implementation

[ValenKof's solution](#)

**161.**

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1200 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[ValenKof's solution](#)

**162.**

523A

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

Quality: 2,856 global accepts · Rating: 1200 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: \*special, implementation

[ValenKof's solution](#)

**163.**

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2015-03-07 · last AC: 2015-03-10 · GNU C++0x (first AC) · Tags: \*special, dfs and

similar, dp, graphs, trees

[ValenKof's solution](#)

**164.**

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,316 global accepts · Rating: 1200 · first AC: 2015-02-17 · Java 8 (first AC) · Tags: greedy, implementation

[ValenKof's solution](#)

**165.**

454B

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

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2014-08-04 · GNU C++0x (first AC) · Tags: implementation

[ValenKof's solution](#)

**166.**

439B

[Devu, the Dumb Guy · Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2014-06-04 · GNU C++0x (first AC) · Tags: implementation, sortings

[ValenKof's solution](#)

**167.**

433B

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

Quality: 53,863 global accepts · Rating: 1200 · first AC: 2014-05-24 · GNU C++0x (first AC) · Tags: dp, implementation, sortings

[ValenKof's solution](#)

**168.**

431B

[Shower Line · Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2014-05-21 · GNU C++0x (first AC) · Tags: brute force, implementation

[ValenKof's solution](#)

**169.**

432B

[Football Kit · Tutorial](#)

Quality: 12,260 global accepts · Rating: 1200 · first AC: 2014-05-16 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation

[ValenKof's solution](#)

**170.**

424B

[Megacity · Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2014-05-04 · GNU C++0x (first AC) · Tags: binary search, greedy, implementation, sortings

[ValenKof's solution](#)

**171.**

55A

[Flea travel · Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2014-05-03 · GNU C++0x (first AC) · Tags: implementation, math

[ValenKof's solution](#)

**172.**

379B

[New Year Present · Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2014-01-07 · Java 7 (first AC) · Tags: constructive algorithms, implementation

[ValenKof's solution](#)

**173.**

327B

[Hungry Sequence · Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2013-07-06 · Java 7 (first AC) · Tags: math

[ValenKof's solution](#)

**174.**

327A

[Flipping Game · Tutorial](#)

Quality: 49,905 global accepts · Rating: 1200 · first AC: 2013-07-06 · Java 7 (first AC) · Tags: brute force, dp, implementation

[ValenKof's solution](#)

**175.**

292B

[Network Topology](#) · [Tutorial](#)

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

[ValenKof's solution](#)

**176.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,340 global accepts · Rating: 1200 · first AC: 2012-08-21 · Java 7 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[ValenKof's solution](#)

**177.**

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2012-08-18 · Java 7 (first AC) · Tags: implementation, math

[ValenKof's solution](#)

**178.**

180F

[Mathematical Analysis Rocks!](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1200 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[ValenKof's solution](#)

**179.**

101A

[Homework](#) · [Tutorial](#)

Quality: 4,369 global accepts · Rating: 1200 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: greedy

[ValenKof's solution](#)

**180.**

1615B

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

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[ValenKof's solution](#)

**181.**

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[ValenKof's solution](#)

**182.**

1602C

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

Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[ValenKof's solution](#)

**183.**

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ValenKof's solution](#)

**184.**

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[ValenKof's solution](#)

**185.**

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-09-21 · Rust (first AC) · Tags: math

[ValenKof's solution](#)

**186.**

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · Rust (first AC) · Tags: games, greedy, strings

[ValenKof's solution](#)

**187.**

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · Rust (first AC) · Tags: math, number theory

[ValenKof's solution](#)

**188.**

862B

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

Quality: 25,650 global accepts · Rating: 1300 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[ValenKof's solution](#)

**189.**

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ValenKof's solution](#)

**190.**

814B

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

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

[ValenKof's solution](#)

**191.**

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · last AC: 2016-04-06 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

[ValenKof's solution](#)

**192.**

611B

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

Quality: 11,065 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[ValenKof's solution](#)

**193.**

600B

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

Quality: 39,166 global accepts · Rating: 1300 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[ValenKof's solution](#)

**194.**

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[ValenKof's solution](#)

**195.**

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2015-08-22 · Python 3 (first AC) · Tags: implementation

[ValenKof's solution](#)

**196.**

4C

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

Quality: 108,149 global accepts · Rating: 1300 · first AC: 2015-04-10 · last AC: 2015-04-10 · Java 8 (first AC) · Tags: data structures, hashing, implementation

[ValenKof's solution](#)

**197.**

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[ValenKof's solution](#)

**198.**

519C

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

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-02-28 · GNU C++0x (first AC) · Tags: greedy, implementation, math, number theory

[ValenKof's solution](#)

**199.**

515B

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

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2015-02-27 · GNU C++0x (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[ValenKof's solution](#)

**200.**

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: dfs and similar, trees

[ValenKof's solution](#)

**201.**

426B

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

Quality: 3,960 global accepts · Rating: 1300 · first AC: 2014-05-04 · GNU C++0x (first AC) · Tags: implementation

[ValenKof's solution](#)

**202.**

291B

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

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-14 · MS C++ (first AC) · Tags: \*special, implementation, strings

[ValenKof's solution](#)

**203.**

173A

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

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-04-11 · Java 6 (first AC) · Tags: implementation, math

[ValenKof's solution](#)

**204.**

161A

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

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

[ValenKof's solution](#)

**205.**

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: \*special, brute force, number theory

[ValenKof's solution](#)

**206.**

152B

[Steps](#) · [Tutorial](#)

Quality: 7,388 global accepts · Rating: 1300 · first AC: 2012-02-20 · GNU C++ (first AC) · Tags: binary search, implementation

[ValenKof's solution](#)

## 207.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2011-12-10 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[ValenKof's solution](#)

## 208.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: games

[ValenKof's solution](#)

## 209.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[ValenKof's solution](#)

## 210.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[ValenKof's solution](#)

## 211.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[ValenKof's solution](#)

## 212.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dp

[ValenKof's solution](#)

## 213.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[ValenKof's solution](#)

## 214.

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar

[ValenKof's solution](#)

## 215.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[ValenKof's solution](#)

## 216.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ValenKof's solution](#)

**217.**

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[ValenKof's solution](#)

**218.**

1215B

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

Quality: 18,350 global accepts · Rating: 1400 · first AC: 2019-09-15 · Rust (first AC) · Tags: combinatorics, dp, implementation

[ValenKof's solution](#)

**219.**

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[ValenKof's solution](#)

**220.**

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: dp, greedy, math

[ValenKof's solution](#)

**221.**

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[ValenKof's solution](#)

**222.**

402B

[Trees in a Row](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1400 · first AC: 2015-04-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[ValenKof's solution](#)

**223.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,182 global accepts · Rating: 1400 · first AC: 2015-04-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[ValenKof's solution](#)

**224.**

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2015-04-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, strings

[ValenKof's solution](#)

**225.**

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: \*special, greedy

[ValenKof's solution](#)

**226.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,183 global accepts · Rating: 1400 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[ValenKof's solution](#)

**227.**

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-02-27 · GNU C++0x (first AC) · Tags: greedy, implementation, strings  
[ValenKof's solution](#)

**228.**

515C

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

Quality: 28,708 global accepts · Rating: 1400 · first AC: 2015-02-27 · GNU C++0x (first AC) · Tags: greedy, math, sortings  
[ValenKof's solution](#)

**229.**

514B

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

Quality: 22,634 global accepts · Rating: 1400 · first AC: 2015-02-17 · Java 8 (first AC) · Tags: brute force, data structures, geometry, implementation, math  
[ValenKof's solution](#)

**230.**

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · last AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force  
[ValenKof's solution](#)

**231.**

436B

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

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: implementation, math  
[ValenKof's solution](#)

**232.**

438A

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

Rating: 1400 · first AC: 2014-06-01 · GNU C++0x (first AC) · Tags: greedy, sortings  
[ValenKof's solution](#)

**233.**

430B

[Balls Game](#) · [Tutorial](#)

Quality: 4,120 global accepts · Rating: 1400 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: brute force, two pointers  
[ValenKof's solution](#)

**234.**

379C

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

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2014-01-07 · Java 7 (first AC) · Tags: greedy, sortings  
[ValenKof's solution](#)

**235.**

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: dp  
[ValenKof's solution](#)

**236.**

174B

[File List](#) · [Tutorial](#)

Quality: 2,515 global accepts · Rating: 1400 · first AC: 2012-04-10 · GNU C++ (first AC) · Tags: dp, greedy, implementation  
[ValenKof's solution](#)

**237.**

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,391 global accepts · Rating: 1400 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: \*special, data structures, implementation  
[ValenKof's solution](#)

**238.**

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,638 global accepts · Rating: 1400 · first AC: 2012-02-20 · GNU C++ (first AC) · Tags: combinatorics

[ValenKof's solution](#)

**239.**

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2011-10-23 · GNU C++ (first AC) · Tags: dp, greedy, trees

[ValenKof's solution](#)

**240.**

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2011-10-23 · GNU C++ (first AC) · Tags: games, math

[ValenKof's solution](#)

**241.**

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2011-10-23 · GNU C++ (first AC) · Tags: brute force

[ValenKof's solution](#)

**242.**

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,899 global accepts · Rating: 1400 · first AC: 2011-10-23 · GNU C++ (first AC) · Tags: implementation

[ValenKof's solution](#)

**243.**

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[ValenKof's solution](#)

**244.**

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[ValenKof's solution](#)

**245.**

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[ValenKof's solution](#)

**246.**

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-13 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[ValenKof's solution](#)

**247.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[ValenKof's solution](#)

**248.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-23 · Rust (first AC) · Tags: dp, greedy

[ValenKof's solution](#)

**249.**

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1500 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[ValenKof's solution](#)

**250.**

771B

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

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ValenKof's solution](#)

**251.**

771A

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

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ValenKof's solution](#)

**252.**

611C

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

Quality: 9,022 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[ValenKof's solution](#)

**253.**

574B

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

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[ValenKof's solution](#)

**254.**

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,928 global accepts · Rating: 1500 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: math, number theory

[ValenKof's solution](#)

**255.**

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-08-22 · last AC: 2015-08-22 · Python 3 (first AC) · Tags: constructive algorithms, implementation, math, sortings

[ValenKof's solution](#)

**256.**

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[ValenKof's solution](#)

**257.**

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: implementation

[ValenKof's solution](#)

**258.**

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2015-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[ValenKof's solution](#)

**259.**

527B

[Error Correct System](#) · [Tutorial](#)

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: greedy

[ValenKof's solution](#)

**260.**

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: binary search, data structures, implementation

[ValenKof's solution](#)

**261.**

523B

[Mean Requests](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 1500 · first AC: 2015-03-14 · last AC: 2015-03-15 · GNU C++0x (first AC) · Tags: \*special, implementation

[ValenKof's solution](#)

**262.**

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: greedy, math

[ValenKof's solution](#)

**263.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2014-08-09 · GNU C++0x (first AC) · Tags: dp

[ValenKof's solution](#)

**264.**

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: greedy

[ValenKof's solution](#)

**265.**

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-05-04 · GNU C++0x (first AC) · Tags: brute force, sortings

[ValenKof's solution](#)

**266.**

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs

[ValenKof's solution](#)

**267.**

331A2

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2013-07-19 · Java 7 (first AC) · Tags: data structures, sortings

[ValenKof's solution](#)

**268.**

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2012-04-11 · last AC: 2012-04-11 · Java 6 (first AC) · Tags: \*special, implementation, sortings

[ValenKof's solution](#)

**269.**

148B

[Escape](#) · [Tutorial](#)

Quality: 6,015 global accepts · Rating: 1500 · first AC: 2012-02-03 · GNU C++ (first AC) · Tags: implementation, math

[ValenKof's solution](#)

**270.**

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: strings

[ValenKof's solution](#)

**271.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[ValenKof's solution](#)

**272.**

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ValenKof's solution](#)

**273.**

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · last AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ValenKof's solution](#)

**274.**

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[ValenKof's solution](#)

**275.**

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-03-22 · Mono C# (first AC) · Tags: data structures, greedy, implementation, math

[ValenKof's solution](#)

**276.**

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ValenKof's solution](#)

**277.**

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-25 · Rust (first AC) · Tags: greedy, implementation

[ValenKof's solution](#)

**278.**

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[ValenKof's solution](#)

**279.**

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1600 · first AC: 2017-06-08 · last AC: 2017-06-09 · Go (first AC) · Tags: brute force, dp, strings, two pointers

[ValenKof's solution](#)

**280.**

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, math

[ValenKof's solution](#)

**281.**

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[ValenKof's solution](#)

**282.**

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[ValenKof's solution](#)

**283.**

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: math

[ValenKof's solution](#)

**284.**

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[ValenKof's solution](#)

**285.**

524A

[A\\$>Ct=CäCÖ>, C\\$K Ct=C 5D\\$5 DÖBC,,E C´NCD5C“ö](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: implementation

[ValenKof's solution](#)

**286.**

523D

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

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: \*special, data structures, implementation

[ValenKof's solution](#)

**287.**

518C

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

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-02-27 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, implementation

[ValenKof's solution](#)

**288.**

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-02-27 · GNU C++0x (first AC) · Tags: constructive algorithms, strings

[ValenKof's solution](#)

**289.**

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-06 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[ValenKof's solution](#)

**290.**

440B

[Balancer](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 1600 · first AC: 2014-06-04 · GNU C++0x (first AC) · Tags: greedy, implementation

[ValenKof's solution](#)

**291.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,777 global accepts · Rating: 1600 · first AC: 2014-05-21 · GNU C++0x (first AC) · Tags: dp, implementation, trees

[ValenKof's solution](#)

**292.**

430A

[Points and Segments \(easy\)](#) · [Tutorial](#)

Quality: 2,407 global accepts · Rating: 1600 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: constructive algorithms, sortings

[ValenKof's solution](#)

**293.**

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: dp

[ValenKof's solution](#)

**294.**

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,951 global accepts · Rating: 1600 · first AC: 2014-05-04 · GNU C++0x (first AC) · Tags: math

[ValenKof's solution](#)

**295.**

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,198 global accepts · Rating: 1600 · first AC: 2013-07-06 · GNU C++0x (first AC) · Tags: combinatorics, math

[ValenKof's solution](#)

**296.**

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-28 · Java 7 (first AC) · Tags: brute force

[ValenKof's solution](#)

**297.**

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2013-06-25 · Java 7 (first AC) · Tags: combinatorics, math

[ValenKof's solution](#)

**298.**

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-12 · MS C++ (first AC) · Tags: \*special, greedy

[ValenKof's solution](#)

**299.**

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-12 · MS C++ (first AC) · Tags: \*special, bitmasks, brute force, implementation

[ValenKof's solution](#)

**300.**

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[ValenKof's solution](#)

**301.**

154B

[Colliders](#) · [Tutorial](#)

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

[ValenKof's solution](#)

**302.**

154A

[Hometask](#) · [Tutorial](#)

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

[ValenKof's solution](#)

**303.**

135B

[Rectangle and Square](#) · [Tutorial](#)

Quality: 2,653 global accepts · Rating: 1600 · first AC: 2011-12-10 · GNU C++ (first AC) · Tags: brute force, geometry, math

[ValenKof's solution](#)

**304.**

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[ValenKof's solution](#)

**305.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[ValenKof's solution](#)

**306.**

1594D

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

Quality: 9,398 global accepts · Rating: 1700 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[ValenKof's solution](#)

**307.**

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[ValenKof's solution](#)

**308.**

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ValenKof's solution](#)

**309.**

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-29 · Rust (first AC) · Tags: data structures, dp, math

[ValenKof's solution](#)

**310.**

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[ValenKof's solution](#)

**311.**

1337D

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

Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[ValenKof's solution](#)

**312.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · last AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[ValenKof's solution](#)

**313.**

1330D

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[ValenKof's solution](#)

**314.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[ValenKof's solution](#)

**315.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · last AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[ValenKof's solution](#)

**316.**

1248C

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

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

[ValenKof's solution](#)

**317.**

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · Rust (first AC) · Tags: math, number theory

[ValenKof's solution](#)

**318.**

1230D

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

Rating: 1700 · first AC: 2019-09-24 · Rust (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[ValenKof's solution](#)

**319.**

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-24 · Rust (first AC) · Tags: brute force, graphs

[ValenKof's solution](#)

**320.**

294B

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

Quality: 5,037 global accepts · Rating: 1700 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ValenKof's solution](#)

**321.**

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-09-21 · Rust (first AC) · Tags: geometry, math

[ValenKof's solution](#)

**322.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-17 · Rust (first AC) · Tags: dfs and similar, dsu, graphs

[ValenKof's solution](#)

**323.**

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-25 · Rust (first AC) · Tags: binary search, greedy, implementation, two pointers

[ValenKof's solution](#)

**324.**

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-25 · Rust (first AC) · Tags: dp, graphs, greedy, shortest paths

[ValenKof's solution](#)

**325.**

828C

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

Rating: 1700 · first AC: 2017-07-12 · last AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[ValenKof's solution](#)

**326.**

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, data structures, two pointers

[ValenKof's solution](#)

**327.**

583C

[GCD Table](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[ValenKof's solution](#)

**328.**

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: brute force, greedy

[ValenKof's solution](#)

**329.**

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: geometry, math

[ValenKof's solution](#)

**330.**

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[ValenKof's solution](#)

**331.**

524B

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

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: dp, greedy

[ValenKof's solution](#)

**332.**

518D

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

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2015-02-27 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, probabilities

[ValenKof's solution](#)

**333.**

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-14 · GNU C++0x (first AC) · Tags: greedy, strings

[ValenKof's solution](#)

**334.**

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: math

[ValenKof's solution](#)

**335.**

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-26 · GNU C++0x (first AC) · Tags: greedy, math

[ValenKof's solution](#)

**336.**

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2014-06-04 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[ValenKof's solution](#)

**337.**

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,851 global accepts · Rating: 1700 · first AC: 2014-06-04 · GNU C++0x (first AC) · Tags: binary search, sortings, ternary search, two pointers

[ValenKof's solution](#)

**338.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2014-05-02 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, two pointers

[ValenKof's solution](#)

**339.**

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-10 · GNU C++0x (first AC) · Tags: greedy, implementation

[ValenKof's solution](#)

**340.**

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2013-05-11 · last AC: 2013-07-17 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, trees

[ValenKof's solution](#)

**341.**

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1700 · first AC: 2013-07-06 · Java 7 (first AC) · Tags: combinatorics, math

[ValenKof's solution](#)

**342.**

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2013-06-28 · GNU C++0x (first AC) · Tags: binary search, implementation, math

[ValenKof's solution](#)

**343.**

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2013-03-17 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs

[ValenKof's solution](#)

**344.**

161B

[Discounts](#) · [Tutorial](#)

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

[ValenKof's solution](#)

**345.**

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: brute force

[ValenKof's solution](#)

**346.**

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2012-02-02 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[ValenKof's solution](#)

**347.**

131E

[Yet Another Task with Queens](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2011-12-13 · GNU C++ (first AC) · Tags: sortings

[ValenKof's solution](#)

**348.**

101B

[Buses](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1700 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[ValenKof's solution](#)

**349.**

82B

[Sets](#) · [Tutorial](#)

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

[ValenKof's solution](#)

**350.**

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ValenKof's solution](#)

**351.**

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-31 · last AC: 2021-08-31 · Rust (first AC) · Tags: binary search, implementation, sortings, strings

[ValenKof's solution](#)

**352.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-08-19 · Rust (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[ValenKof's solution](#)

**353.**

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[ValenKof's solution](#)

**354.**

1339D

[Edge Weight Assignment](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[ValenKof's solution](#)

**355.**

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · last AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[ValenKof's solution](#)

**356.**

1330C

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ValenKof's solution](#)

**357.**

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-12 · last AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ValenKof's solution](#)

**358.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-21 · Rust (first AC) · Tags: dp

[ValenKof's solution](#)

**359.**

1207D

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

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · Rust (first AC) · Tags: combinatorics

[ValenKof's solution](#)

**360.**

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[ValenKof's solution](#)

**361.**

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2017-09-26 · last AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ValenKof's solution](#)

**362.**

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[ValenKof's solution](#)

**363.**

828D

[High Load](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[ValenKof's solution](#)

**364.**

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[ValenKof's solution](#)

**365.**

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-10 · last AC: 2015-09-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[ValenKof's solution](#)

**366.**

532E

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

Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[ValenKof's solution](#)

**367.**

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[ValenKof's solution](#)

**368.**

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2015-02-28 · GNU C++0x (first AC) · Tags: data structures, dp, two pointers

[ValenKof's solution](#)

**369.**

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · last AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[ValenKof's solution](#)

**370.**

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, divide and conquer, math

[ValenKof's solution](#)

**371.**

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,118 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[ValenKof's solution](#)

**372.**

436C

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

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: dsu, graphs, greedy, trees

[ValenKof's solution](#)

**373.**

434A

[Ryouko's Memory Note](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-05-24 · GNU C++0x (first AC) · Tags: math, sortings

[ValenKof's solution](#)

**374.**

432C

[Prime Swaps](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1800 · first AC: 2014-05-16 · GNU C++0x (first AC) · Tags: greedy, sortings

[ValenKof's solution](#)

**375.**

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2014-05-04 · GNU C++0x (first AC) · Tags: implementation

[ValenKof's solution](#)

**376.**

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: dp, greedy, math, number theory

[ValenKof's solution](#)

**377.**

301A

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

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2013-05-05 · MS C++ (first AC) · Tags: constructive algorithms

[ValenKof's solution](#)

**378.**

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2012-04-22 · GNU C++0x (first AC) · Tags: binary search, dp, two pointers

[ValenKof's solution](#)

**379.**

180A

[Defragmentation](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 1800 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: implementation

[ValenKof's solution](#)

**380.**

173B

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

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2012-04-11 · last AC: 2012-04-14 · Java 6 (first AC) · Tags: dfs and similar, shortest paths

[ValenKof's solution](#)

**381.**

174C

[Range Increments](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 1800 · first AC: 2012-04-10 · Java 7 (first AC) · Tags: data structures, greedy

[ValenKof's solution](#)

**382.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[ValenKof's solution](#)

**383.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2012-02-02 · GNU C++ (first AC) · Tags: dp, games, math, probabilities

[ValenKof's solution](#)

**384.**

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,590 global accepts · Rating: 1800 · first AC: 2011-10-25 · GNU C++ (first AC) · Tags: graph matchings

[ValenKof's solution](#)

**385.**

120G

[Boom](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 1800 · first AC: 2011-10-24 · GNU C++ (first AC) · Tags: implementation

[ValenKof's solution](#)

**386.**

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ValenKof's solution](#)

**387.**

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[ValenKof's solution](#)

**388.**

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[ValenKof's solution](#)

**389.**

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[ValenKof's solution](#)

**390.**

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[ValenKof's solution](#)

**391.**

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, two pointers

[ValenKof's solution](#)

**392.**

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-29 · Rust (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[ValenKof's solution](#)

**393.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[ValenKof's solution](#)

**394.**

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[ValenKof's solution](#)

**395.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,722 global accepts · Rating: 1900 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[ValenKof's solution](#)

**396.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,882 global accepts · Rating: 1900 · first AC: 2020-03-14 · Mono C# (first AC) · Tags: graphs, shortest paths

[ValenKof's solution](#)

**397.**

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2019-09-22 · Rust (first AC) · Tags: binary search, brute force, math

[ValenKof's solution](#)

**398.**

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · Rust (first AC) · Tags: bitmasks, math, number theory

[ValenKof's solution](#)

**399.**

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-28 · Rust (first AC) · Tags: binary search, data structures, greedy, implementation

[ValenKof's solution](#)

**400.**

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2019-08-23 · Rust (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[ValenKof's solution](#)

**401.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-23 · Rust (first AC) · Tags: bitmasks, interactive, math

[ValenKof's solution](#)

**402.**

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[ValenKof's solution](#)

**403.**

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ValenKof's solution](#)

**404.**

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[ValenKof's solution](#)

**405.**

583D

[Once Again...](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp

[ValenKof's solution](#)

**406.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, two pointers

[ValenKof's solution](#)

**407.**

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[ValenKof's solution](#)

**408.**

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[ValenKof's solution](#)

#### 409.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: greedy, implementation

[ValenKof's solution](#)

#### 410.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2015-05-04 · GNU C++11 (first AC) · Tags: dp, probabilities

[ValenKof's solution](#)

#### 411.

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures, strings

[ValenKof's solution](#)

#### 412.

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[ValenKof's solution](#)

#### 413.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[ValenKof's solution](#)

#### 414.

506A

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

Rating: 1900 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dp

[ValenKof's solution](#)

#### 415.

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[ValenKof's solution](#)

#### 416.

524C

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

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: binary search, sortings

[ValenKof's solution](#)

#### 417.

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-05 · last AC: 2015-03-06 · GNU C++ (first AC) · Tags: \*special, dp, sortings

[ValenKof's solution](#)

#### 418.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-06 · GNU C++0x (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[ValenKof's solution](#)

**419.**

490D

[Chocolate](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 1900 · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-middle, number theory

[ValenKof's solution](#)

**420.**

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: greedy

[ValenKof's solution](#)

**421.**

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1900 · first AC: 2014-08-09 · GNU C++0x (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[ValenKof's solution](#)

**422.**

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: greedy, implementation

[ValenKof's solution](#)

**423.**

438B

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

Rating: 1900 · first AC: 2014-06-01 · GNU C++0x (first AC) · Tags: dp, dsu, sortings

[ValenKof's solution](#)

**424.**

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2014-05-04 · GNU C++0x (first AC) · Tags: bitmasks, dp, greedy, sortings

[ValenKof's solution](#)

**425.**

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2014-05-04 · GNU C++0x (first AC) · Tags: data structures, graphs, implementation, two pointers

[ValenKof's solution](#)

**426.**

421D

[Bug in Code](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 1900 · first AC: 2014-05-04 · GNU C++0x (first AC) · Tags: binary search, data structures, sortings

[ValenKof's solution](#)

**427.**

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2013-07-06 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ValenKof's solution](#)

**428.**

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2013-06-28 · GNU C++0x (first AC) · Tags: dp, flows, greedy

[ValenKof's solution](#)

**429.**

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2013-06-25 · Java 7 (first AC) · Tags: data structures, implementation

[ValenKof's solution](#)

**430.**

292D

[Connected Components](#) · [Tutorial](#)

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

[ValenKof's solution](#)

**431.**

180D

[Name](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 1900 · first AC: 2012-04-22 · GNU C++0x (first AC) · Tags: greedy, strings

[ValenKof's solution](#)

**432.**

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2012-02-03 · GNU C++ (first AC) · Tags: dp

[ValenKof's solution](#)

**433.**

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2011-12-10 · GNU C++ (first AC) · Tags: constructive algorithms, games, greedy

[ValenKof's solution](#)

**434.**

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: brute force, combinatorics, number theory

[ValenKof's solution](#)

**435.**

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[ValenKof's solution](#)

**436.**

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[ValenKof's solution](#)

**437.**

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[ValenKof's solution](#)

**438.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-08-20 · Rust (first AC) · Tags: binary search, brute force, dp

[ValenKof's solution](#)

**439.**

1248D1

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

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2019-10-29 · last AC: 2019-10-29 · Rust (first AC) · Tags: brute force, dp, greedy, implementation

[ValenKof's solution](#)

**440.**

1241D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 2000 · first AC: 2019-10-07 · Rust (first AC) · Tags: dp, two pointers

[ValenKof's solution](#)

**441.**

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[ValenKof's solution](#)

**442.**

1230E

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

Quality: 2000 · first AC: 2019-09-24 · Rust (first AC) · Tags: math, number theory, trees

[ValenKof's solution](#)

**443.**

1209E1

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

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-17 · Rust (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[ValenKof's solution](#)

**444.**

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,061 global accepts · Rating: 2000 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[ValenKof's solution](#)

**445.**

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[ValenKof's solution](#)

**446.**

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[ValenKof's solution](#)

**447.**

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2017-08-30 · Go (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[ValenKof's solution](#)

**448.**

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[ValenKof's solution](#)

**449.**

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2015-11-22 · last AC: 2015-11-22 · GNU C++11 (first AC) · Tags: brute force, dp

[ValenKof's solution](#)

**450.**

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: ternary search

[ValenKof's solution](#)

**451.**

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[ValenKof's solution](#)

**452.**

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[ValenKof's solution](#)

**453.**

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[ValenKof's solution](#)

**454.**

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[ValenKof's solution](#)

**455.**

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[ValenKof's solution](#)

**456.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2015-03-07 · last AC: 2015-03-23 · GNU C++0x (first AC) · Tags: \*special, data structures

[ValenKof's solution](#)

**457.**

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2015-03-15 · last AC: 2015-03-15 · GNU C++0x (first AC) · Tags: math, strings

[ValenKof's solution](#)

**458.**

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,157 global accepts · Rating: 2000 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[ValenKof's solution](#)

**459.**

515D

[Drazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2015-03-01 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[ValenKof's solution](#)

**460.**

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2015-02-17 · last AC: 2015-02-17 · Java 8 (first AC) · Tags: binary search, data structures, two pointers

[ValenKof's solution](#)

**461.**

513C

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

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · Java 7 (first AC) · Tags: bitmasks, probabilities

[ValenKof's solution](#)

**462.**

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 2000 · first AC: 2014-07-26 · GNU C++0x (first AC) · Tags: graphs, greedy, shortest paths

[ValenKof's solution](#)

**463.**

434B

[Nanami's Digital Board](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-05-24 · GNU C++0x (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers

[ValenKof's solution](#)

**464.**

432D

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

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2014-05-16 · GNU C++0x (first AC) · Tags: dp, string suffix structures, strings, two pointers

[ValenKof's solution](#)

**465.**

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2014-05-02 · GNU C++0x (first AC) · Tags: greedy, implementation, math, ternary search

[ValenKof's solution](#)

**466.**

386C

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

Quality: 950 global accepts · Rating: 2000 · first AC: 2014-01-17 · GNU C++0x (first AC) · Tags: dp, strings, two pointers

[ValenKof's solution](#)

**467.**

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2014-01-07 · Java 7 (first AC) · Tags: bitmasks, brute force, dp

[ValenKof's solution](#)

**468.**

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2013-11-10 · GNU C++0x (first AC) · Tags: binary search, dp

[ValenKof's solution](#)

**469.**

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2013-06-28 · GNU C++0x (first AC) · Tags: brute force, implementation

[ValenKof's solution](#)

**470.**

292C

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

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

[ValenKof's solution](#)

**471.**

291E

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

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2013-04-12 · MS C++ (first AC) · Tags: \*special, dfs and similar, hashing, strings

[ValenKof's solution](#)

**472.**

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: combinatorics, dp

[ValenKof's solution](#)

**473.**

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-12-10 · GNU C++ (first AC) · Tags: dp

[ValenKof's solution](#)

**474.**

131F

[Present to Mom](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 2000 · first AC: 2011-12-07 · GNU C++ (first AC) · Tags: binary search, two pointers

[ValenKof's solution](#)

**475.**

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: data structures, dfs and similar, sortings

[ValenKof's solution](#)

**476.**

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2025-04-06 · last AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ValenKof's solution](#)

**477.**

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2025-04-06 · last AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[ValenKof's solution](#)

**478.**

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[ValenKof's solution](#)

**479.**

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[ValenKof's solution](#)

**480.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ValenKof's solution](#)

**481.**

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[ValenKof's solution](#)

**482.**

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[ValenKof's solution](#)

**483.**

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[ValenKof's solution](#)

**484.**

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 2100 · first AC: 2021-08-29 · Rust (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[ValenKof's solution](#)

**485.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-08-15 · Rust (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[ValenKof's solution](#)

**486.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 2100 · first AC: 2021-08-13 · Rust (first AC) · Tags: data structures, sortings, trees, two pointers

[ValenKof's solution](#)

**487.**

1343E

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

Quality: 5,739 global accepts · Rating: 2100 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[ValenKof's solution](#)

**488.**

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[ValenKof's solution](#)

**489.**

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2019-09-22 · Rust (first AC) · Tags: data structures, dp, greedy

[ValenKof's solution](#)

**490.**

1202C

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

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-25 · Rust (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[ValenKof's solution](#)

**491.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-23 · Rust (first AC) · Tags: brute force, data structures, implementation

[ValenKof's solution](#)

**492.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-02-23 · last AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math,

matrices

[ValenKof's solution](#)

**493.**

862E

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

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[ValenKof's solution](#)

**494.**

771C

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

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-23 · last AC: 2017-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[ValenKof's solution](#)

**495.**

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-17 · last AC: 2016-03-18 · GNU C++11 (first AC) · Tags: \*special, binary search, data structures, implementation, sortings, strings

[ValenKof's solution](#)

**496.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2015-09-11 · last AC: 2015-09-11 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[ValenKof's solution](#)

**497.**

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ValenKof's solution](#)

**498.**

571A

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

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2015-08-23 · last AC: 2015-08-23 · Python 3 (first AC) · Tags: combinatorics, implementation, math

[ValenKof's solution](#)

**499.**

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-10 · Python 3 (first AC) · Tags: binary search, math

[ValenKof's solution](#)

**500.**

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2015-05-04 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[ValenKof's solution](#)

**501.**

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: dp, greedy

[ValenKof's solution](#)

**502.**

414C

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

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2015-04-03 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer  
[ValenKof's solution](#)

**503.**

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2015-03-26 · last AC: 2015-03-26 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[ValenKof's solution](#)

**504.**

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: greedy, two pointers

[ValenKof's solution](#)

**505.**

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: greedy

[ValenKof's solution](#)

**506.**

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation

[ValenKof's solution](#)

**507.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2015-02-28 · GNU C++0x (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[ValenKof's solution](#)

**508.**

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: data structures, ternary search

[ValenKof's solution](#)

**509.**

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2014-08-09 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[ValenKof's solution](#)

**510.**

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: combinatorics, math, probabilities

[ValenKof's solution](#)

**511.**

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2014-06-04 · GNU C++0x (first AC) · Tags: combinatorics, dp, math

[ValenKof's solution](#)

**512.**

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2014-05-21 · GNU C++0x (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[ValenKof's solution](#)

**513.**

400E

[Inna and Binary Logic](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2014-05-03 · GNU C++0x (first AC) · Tags: binary search, bitmasks, data structures

[ValenKof's solution](#)

**514.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 2100 · first AC: 2013-06-28 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[ValenKof's solution](#)

**515.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2013-06-25 · last AC: 2013-06-25 · MS C++ (first AC) · Tags: dp, geometry

[ValenKof's solution](#)

**516.**

306C

[White, Black and White Again](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2100 · first AC: 2013-05-11 · last AC: 2013-05-11 · GNU C++0x (first AC) · Tags: combinatorics, number theory

[ValenKof's solution](#)

**517.**

306B

[Optimizer](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2100 · first AC: 2013-05-11 · GNU C++0x (first AC) · Tags: data structures, greedy, sortings

[ValenKof's solution](#)

**518.**

301B

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

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2013-05-06 · GNU C++0x (first AC) · Tags: binary search, graphs, shortest paths

[ValenKof's solution](#)

**519.**

217B

[Blackboard Fibonacci](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2012-09-14 · GNU C++0x (first AC) · Tags: brute force, math

[ValenKof's solution](#)

**520.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-30 · last AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[ValenKof's solution](#)

**521.**

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[ValenKof's solution](#)

**522.**

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[ValenKof's solution](#)

**523.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[ValenKof's solution](#)

**524.**

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, math

[ValenKof's solution](#)

**525.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-09-01 · last AC: 2021-09-01 · Rust (first AC) · Tags: combinatorics, dp, fft, math, number theory

[ValenKof's solution](#)

**526.**

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-29 · Rust (first AC) · Tags: data structures, math

[ValenKof's solution](#)

**527.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-13 · Rust (first AC) · Tags: data structures, dp, greedy

[ValenKof's solution](#)

**528.**

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[ValenKof's solution](#)

**529.**

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-16 · last AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[ValenKof's solution](#)

**530.**

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-14 · last AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[ValenKof's solution](#)

**531.**

1339E

[Perfect Triples](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[ValenKof's solution](#)

**532.**

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-03-11 · last AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[ValenKof's solution](#)

**533.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-02 · last AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp  
[ValenKof's solution](#)

**534.**

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2019-09-25 · last AC: 2019-09-25 · Rust (first AC) · Tags: binary search, math  
[ValenKof's solution](#)

**535.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-20 · Rust (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees  
[ValenKof's solution](#)

**536.**

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-28 · Rust (first AC) · Tags: data structures, implementation  
[ValenKof's solution](#)

**537.**

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: flows  
[ValenKof's solution](#)

**538.**

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2016-01-30 · last AC: 2016-01-30 · GNU C++11 (first AC) · Tags: data structures  
[ValenKof's solution](#)

**539.**

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: games, math  
[ValenKof's solution](#)

**540.**

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs  
[ValenKof's solution](#)

**541.**

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures  
[ValenKof's solution](#)

**542.**

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings  
[ValenKof's solution](#)

**543.**

526D

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

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings  
[ValenKof's solution](#)

**544.**

509D

[Restoring Numbers](#) · [Tutorial](#)

Quality: 815 global accepts · Rating: 2200 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[ValenKof's solution](#)

**545.**

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, number theory

[ValenKof's solution](#)

**546.**

518E

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

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2015-02-28 · GNU C++0x (first AC) · Tags: greedy, implementation, math, ternary search

[ValenKof's solution](#)

**547.**

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2015-02-17 · last AC: 2015-02-17 · Java 8 (first AC) · Tags: dp, matrices

[ValenKof's solution](#)

**548.**

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, dp, trees

[ValenKof's solution](#)

**549.**

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ValenKof's solution](#)

**550.**

440D

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

Quality: 944 global accepts · Rating: 2200 · first AC: 2014-06-04 · GNU C++0x (first AC) · Tags: dp, trees

[ValenKof's solution](#)

**551.**

431E

[Chemistry Experiment](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2014-05-21 · GNU C++0x (first AC) · Tags: binary search, data structures, ternary search

[ValenKof's solution](#)

**552.**

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: data structures, divide and conquer, geometry

[ValenKof's solution](#)

**553.**

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2200 · first AC: 2014-05-03 · last AC: 2014-05-04 · GNU C++0x (first AC) · Tags: dp, string suffix structures, strings

[ValenKof's solution](#)

**554.**

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: bitmasks, greedy

[ValenKof's solution](#)

**555.**

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: graphs, math

[ValenKof's solution](#)

**556.**

301D

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

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2013-05-06 · last AC: 2013-05-06 · GNU C++0x (first AC) · Tags: data structures

[ValenKof's solution](#)

**557.**

165E

[Compatible Numbers](#) · [Tutorial](#)

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2012-03-16 · last AC: 2012-03-16 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[ValenKof's solution](#)

**558.**

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ValenKof's solution](#)

**559.**

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ValenKof's solution](#)

**560.**

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[ValenKof's solution](#)

**561.**

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-15 · last AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[ValenKof's solution](#)

**562.**

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-08-21 · Rust (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[ValenKof's solution](#)

**563.**

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2019-09-29 · Rust (first AC) · Tags: combinatorics, dp, math

[ValenKof's solution](#)

**564.**

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[ValenKof's solution](#)

**565.**

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2015-11-10 · GNU C++11 (first AC) · Tags: games

[ValenKof's solution](#)

**566.**

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2015-11-08 · last AC: 2015-11-09 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, two pointers

[ValenKof's solution](#)

**567.**

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[ValenKof's solution](#)

**568.**

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[ValenKof's solution](#)

**569.**

414D

[Mashmikh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2015-04-03 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[ValenKof's solution](#)

**570.**

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: dp, trees

[ValenKof's solution](#)

**571.**

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2015-02-28 · GNU C++0x (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation

[ValenKof's solution](#)

**572.**

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2015-02-27 · GNU C++0x (first AC) · Tags: flows

[ValenKof's solution](#)

**573.**

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2015-02-27 · GNU C++0x (first AC) · Tags: data structures

[ValenKof's solution](#)

**574.**

438D

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

Quality: 11,599 global accepts · Rating: 2300 · first AC: 2014-06-01 · last AC: 2014-06-01 · GNU C++0x (first AC) · Tags: data structures, math

[ValenKof's solution](#)

**575.**

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2014-05-11 · last AC: 2014-05-11 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[ValenKof's solution](#)

### 576.

424D

[Biathlon Track](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2014-05-03 · GNU C++0x (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp

[ValenKof's solution](#)

### 577.

425C

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

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-05-03 · GNU C++0x (first AC) · Tags: data structures, dp

[ValenKof's solution](#)

### 578.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2014-05-02 · GNU C++0x (first AC) · Tags: binary search, data structures, hashing

[ValenKof's solution](#)

### 579.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: combinatorics, dp

[ValenKof's solution](#)

### 580.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2013-07-06 · last AC: 2013-07-06 · GNU C++0x (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[ValenKof's solution](#)

### 581.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2013-06-28 · GNU C++0x (first AC) · Tags: dp, games

[ValenKof's solution](#)

### 582.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2012-02-24 · last AC: 2012-02-25 · Java 6 (first AC) · Tags: graphs, hashing, sortings

[ValenKof's solution](#)

### 583.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[ValenKof's solution](#)

### 584.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[ValenKof's solution](#)

### 585.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2025-03-30 · last AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[ValenKof's solution](#)

**586.**

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[ValenKof's solution](#)

**587.**

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[ValenKof's solution](#)

**588.**

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-04-21 · last AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[ValenKof's solution](#)

**589.**

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2020-04-18 · last AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[ValenKof's solution](#)

**590.**

1330E

[Drazil Likes Heap](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-04-03 · last AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[ValenKof's solution](#)

**591.**

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-24 · Rust (first AC) · Tags: brute force, graphs

[ValenKof's solution](#)

**592.**

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-25 · Rust (first AC) · Tags: implementation, interactive

[ValenKof's solution](#)

**593.**

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2016-01-02 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[ValenKof's solution](#)

**594.**

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[ValenKof's solution](#)

**595.**

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2015-10-08 · GNU C++11 (first AC) · Tags: dp, trees, two pointers

[ValenKof's solution](#)

**596.**

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-05 · last AC: 2015-10-05 · GNU C++11 (first AC) · Tags: number theory

[ValenKof's solution](#)

**597.**

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: data structures, sortings

[ValenKof's solution](#)

**598.**

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle

[ValenKof's solution](#)

**599.**

534E

[Berland Local Positioning System](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2400 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, hashing, implementation

[ValenKof's solution](#)

**600.**

526E

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

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · last AC: 2015-04-07 · GNU C++11 (first AC) · Tags: dp, implementation

[ValenKof's solution](#)

**601.**

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[ValenKof's solution](#)

**602.**

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[ValenKof's solution](#)

**603.**

524E

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

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-21 · last AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, sortings

[ValenKof's solution](#)

**604.**

529C

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

Rating: 2400 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, sortings

[ValenKof's solution](#)

**605.**

200A

[Cinema](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: brute force, data structures

[ValenKof's solution](#)

**606.**

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-27 · last AC: 2015-02-27 · GNU C++0x (first AC) · Tags: dfs and similar

[ValenKof's solution](#)

**607.**

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-07 · last AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp, probabilities

[ValenKof's solution](#)

**608.**

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: data structures, dsu, string suffix structures, strings

[ValenKof's solution](#)

**609.**

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: bitmasks, combinatorics, dp

[ValenKof's solution](#)

**610.**

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: constructive algorithms, dp, math

[ValenKof's solution](#)

**611.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2014-01-09 · GNU C++0x (first AC) · Tags: data structures, divide and conquer, trees

[ValenKof's solution](#)

**612.**

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2013-07-06 · last AC: 2013-07-06 · GNU C++0x (first AC) · Tags: data structures

[ValenKof's solution](#)

**613.**

1209E2

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

Quality: 2,300 global accepts · Rating: 2500 · first AC: 2019-09-18 · Rust (first AC) · Tags: bitmasks, dp, greedy, sortings

[ValenKof's solution](#)

**614.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-03-18 · last AC: 2016-03-14 · GNU C++0x (first AC) · Tags: bitmasks, brute force, fft

[ValenKof's solution](#)

**615.**

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-06-27 · last AC: 2015-06-27 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[ValenKof's solution](#)

**616.**

434C

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Rating: 2500 · first AC: 2014-06-04 · GNU C++0x (first AC) · Tags: dp

[ValenKof's solution](#)

**617.**

433E

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2500 · first AC: 2014-05-24 · GNU C++0x (first AC) · Tags: dp

[ValenKof's solution](#)

**618.**

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2014-05-03 · GNU C++0x (first AC) · Tags: binary search, graphs, matrices

[ValenKof's solution](#)

**619.**

424E

[Colored Jenga](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2500 · first AC: 2014-04-25 · last AC: 2014-04-25 · GNU C++0x (first AC) · Tags: dfs and similar, dp, probabilities

[ValenKof's solution](#)

**620.**

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2025-04-10 · last AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: fft

[ValenKof's solution](#)

**621.**

1970D2

[Arithmancy \(Medium\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[ValenKof's solution](#)

**622.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-29 · Rust (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[ValenKof's solution](#)

**623.**

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2015-05-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[ValenKof's solution](#)

**624.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2015-04-03 · last AC: 2015-04-03 · GNU C++11 (first AC) · Tags: data structures, greedy

[ValenKof's solution](#)

**625.**

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[ValenKof's solution](#)

**626.**

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-27 · last AC: 2015-02-27 · GNU C++0x (first AC) · Tags: dp

[ValenKof's solution](#)

**627.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2013-06-28 · last AC: 2013-06-29 · GNU C++0x (first AC) · Tags: data structures, divide and conquer, dp

[ValenKof's solution](#)

**628.**

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-20 · last AC: 2019-09-20 · Rust (first AC) · Tags: binary search, data structures

[ValenKof's solution](#)

**629.**

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2015-02-27 · last AC: 2015-03-24 · GNU C++0x (first AC) · Tags: flows

[ValenKof's solution](#)

**630.**

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2015-03-01 · GNU C++0x (first AC) · Tags: dp

[ValenKof's solution](#)

**631.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2014-08-10 · last AC: 2014-09-14 · GNU C++0x (first AC) · Tags: data structures

[ValenKof's solution](#)

**632.**

458D

[Bingo!](#) · [Tutorial](#)

Rating: 2700 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: combinatorics, probabilities

[ValenKof's solution](#)

**633.**

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[ValenKof's solution](#)

**634.**

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2014-09-30 · last AC: 2016-03-14 · GNU C++0x (first AC) · Tags: bitmasks, data structures, fft

[ValenKof's solution](#)

**635.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[ValenKof's solution](#)

**636.**

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2015-02-27 · last AC: 2015-03-24 · GNU C++0x (first AC) · Tags: flows

[ValenKof's solution](#)

**637.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: greedy

[ValenKof's solution](#)

**638.**

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2015-02-28 · last AC: 2015-03-01 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[ValenKof's solution](#)

**639.**

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2014-08-10 · last AC: 2014-08-10 · GNU C++0x (first AC) · Tags: data structures

[ValenKof's solution](#)

**640.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 3000 · first AC: 2015-04-05 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[ValenKof's solution](#)

**641.**

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2014-08-02 · last AC: 2014-08-02 · GNU C++0x (first AC) · Tags: data structures

[ValenKof's solution](#)

**642.**

101026E

[Money Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-19 · GNU C++11 (first AC) · Tags: —

[ValenKof's solution](#)

**643.**

100993B

[Train in a Tunnel](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-09 · last AC: 2016-05-09 · GNU C++11 (first AC) · Tags: —

[ValenKof's solution](#)

**644.**

100993A

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: —

[ValenKof's solution](#)

**645.**

100993C

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

Rating: — · first AC: 2016-05-09 · last AC: 2016-05-09 · GNU C++11 (first AC) · Tags: —

[ValenKof's solution](#)

**646.**

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-07 · GNU C++11 (first AC) · Tags: —

[ValenKof's solution](#)

**647.**

100424E

[A=0C0?D >C'>Cd8D\\$L D 5D\\$L](#)

Rating: — · first AC: 2015-04-10 · last AC: 2015-04-10 · GNU C++11 (first AC) · Tags: —

[ValenKof's solution](#)

**648.**

100653E

[A=0C0?CÄ0D\\$5C`LCÔ0Dò :D 8CöBCä3D 0DD8Dö](#)

Rating: — · first AC: 2015-03-28 · GNU C++11 (first AC) · Tags: —

[ValenKof's solution](#)

**649.**

100653B

[AD>CÄ0D,,=CT5 Ct0CD0CÔ8CP](#)

Rating: — · first AC: 2015-03-28 · GNU C++11 (first AC) · Tags: —

[ValenKof's solution](#)

**650.**

100653A

[A 70048Dt5D :C,,5 C#0D BCäGC#8](#)

Rating: — · first AC: 2015-03-28 · GNU C++11 (first AC) · Tags: —

[ValenKof's solution](#)

**651.**

100653C

[A#>C00D 5D A Dä=D`E C`NC 8D\\$5C`5C•](#)

Rating: — · first AC: 2015-03-28 · GNU C++11 (first AC) · Tags: —

[ValenKof's solution](#)

**652.**

100631E

[A >D\\$5D 5Dö](#)

Rating: — · first AC: 2015-03-16 · last AC: 2015-03-18 · GNU C++0x (first AC) · Tags: —

[ValenKof's solution](#)

**653.**

100622E

[Enigmatic Device](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-12 · last AC: 2015-03-12 · GNU C++0x (first AC) · Tags: —

[ValenKof's solution](#)

**654.**

100454C

[A:0000D\\$>D =C O Cö> DD8Ct8C#5](#)

Rating: — · first AC: 2014-06-08 · last AC: 2015-03-06 · GNU C++0x (first AC) · Tags: —

[ValenKof's solution](#)

**655.**

100134E

[Exact Measurement](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-11 · GNU C++0x (first AC) · Tags: —

[ValenKof's solution](#)

**656.**

100109A

[Cafe](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-17 · GNU C++0x (first AC) · Tags: —

[ValenKof's solution](#)

**657.**

100109K

[Tree Queries Online](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-16 · GNU C++0x (first AC) · Tags: —

[ValenKof's solution](#)

**658.**

100109B

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

Rating: — · first AC: 2014-09-15 · last AC: 2014-09-15 · GNU C++0x (first AC) · Tags: —

[ValenKof's solution](#)

**659.**

100453D

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-15 · GNU C++0x (first AC) · Tags: —

[ValenKof's solution](#)

**660.**

100454E

[A 70048Dt5D :C,,5 C#0D BCäGC#8](#)

Rating: — · first AC: 2014-06-08 · GNU C++0x (first AC) · Tags: —

[ValenKof's solution](#)

**661.**

100448C

[Non-Convex Quadrilaterals](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-02 · GNU C++0x (first AC) · Tags: —

[ValenKof's solution](#)

**662.**

100448E

[Burger Bar](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-02 · GNU C++0x (first AC) · Tags: —

[ValenKof's solution](#)

**663.**

100448D

[Splitting Money](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-02 · GNU C++0x (first AC) · Tags: —

[ValenKof's solution](#)

**664.**

100448B

[Adjusting Ducks](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-02 · GNU C++0x (first AC) · Tags: —

[ValenKof's solution](#)

**665.**

100448A

[Learning to Add](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-02 · GNU C++0x (first AC) · Tags: —

[ValenKof's solution](#)

**666.**

100447B

[B B C a a l](#)

Rating: — · first AC: 2014-06-01 · GNU C++0x (first AC) · Tags: —

[ValenKof's solution](#)

**667.**

100447C

[A > D < B 2 C 4 > D B C €](#)

Rating: — · first AC: 2014-06-01 · GNU C++0x (first AC) · Tags: —

[ValenKof's solution](#)

**668.**

100447A

[B > D a C o @ C a A](#)

Rating: — · first AC: 2014-06-01 · GNU C++0x (first AC) · Tags: —

[ValenKof's solution](#)

**669.**

100447E

[A 0 0 C 0 > D > C > D \\$ K](#)

Rating: — · first AC: 2014-06-01 · GNU C++0x (first AC) · Tags: —

[ValenKof's solution](#)

**670.**

100307I

[Interactive Interception](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-03 · Java 7 (first AC) · Tags: —

[ValenKof's solution](#)

**671.**

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-02 · GNU C++0x (first AC) · Tags: —

[ValenKof's solution](#)

**672.**

100257F

[Four Ways to Travel](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-24 · last AC: 2013-10-24 · GNU C++0x (first AC) · Tags: —

[ValenKof's solution](#)

**673.**

100198E

[Strong Defence](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-18 · GNU C++ (first AC) · Tags: —

[ValenKof's solution](#)

**674.**

100198F

[Weird Dissimilarity](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-18 · GNU C++ (first AC) · Tags: —

[ValenKof's solution](#)

**675.**

100198B

[Beloved Sons](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-18 · Java 7 (first AC) · Tags: —

[ValenKof's solution](#)

**676.**

100198I

[Two Cylinders](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-18 · Java 7 (first AC) · Tags: —

[ValenKof's solution](#)