

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

<https://cfelitetracker.vercel.app>

# Unique solved — VedernikovNV

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

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

Filters: none

Count: 136

1.

291A

[Spyke Talks](#) · [Tutorial](#)

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

[VedernikovNV's solution](#)

2.

177A2

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 8,566 global accepts · Rating: 800 · first AC: 2012-04-21 · MS C++ (first AC) · Tags: implementation

[VedernikovNV's solution](#)

3.

177A1

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 11,502 global accepts · Rating: 800 · first AC: 2012-04-21 · MS C++ (first AC) · Tags: implementation

[VedernikovNV's solution](#)

4.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2012-04-04 · GNU C++ (first AC) · Tags: \*special, brute force, implementation

[VedernikovNV's solution](#)

5.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,551 global accepts · Rating: 800 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: \*special, implementation

[VedernikovNV's solution](#)

6.

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: brute force

[VedernikovNV's solution](#)

7.

155A

[I love \%username!\%](#) · [Tutorial](#)

Quality: 93,680 global accepts · Rating: 800 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: brute force

[VedernikovNV's solution](#)

8.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,157 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

[VedernikovNV's solution](#)

9.

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[VedernikovNV's solution](#)

10.

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  
[VedernikovNV's solution](#)

**11.**

637A

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

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

[VedernikovNV's solution](#)

**12.**

178A2

[Educational Game](#) · [Tutorial](#)

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

[VedernikovNV's solution](#)

**13.**

178A1

[Educational Game](#) · [Tutorial](#)

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

[VedernikovNV's solution](#)

**14.**

182B

[Vasya's Calendar](#) · [Tutorial](#)

Quality: 7,366 global accepts · Rating: 1000 · first AC: 2012-04-24 · GNU C++ (first AC) · Tags: implementation

[VedernikovNV's solution](#)

**15.**

177B1

[Rectangular Game](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1000 · first AC: 2012-04-21 · MS C++ (first AC) · Tags: number theory

[VedernikovNV's solution](#)

**16.**

157B

[Trace](#) · [Tutorial](#)

Quality: 14,188 global accepts · Rating: 1000 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: geometry, sortings

[VedernikovNV's solution](#)

**17.**

522B

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

Quality: 9,524 global accepts · Rating: 1100 · first AC: 2015-03-07 · Java 7 (first AC) · Tags: \*special, data structures, dp, implementation

[VedernikovNV's solution](#)

**18.**

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-15 · GNU C++0x (first AC) · Tags: implementation

[VedernikovNV's solution](#)

**19.**

178A3

[Educational Game](#) · [Tutorial](#)

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

[VedernikovNV's solution](#)

**20.**

174A

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

Quality: 3,325 global accepts · Rating: 1100 · first AC: 2012-04-08 · MS C++ (first AC) · Tags: math

[VedernikovNV's solution](#)

**21.**

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 1100 · first AC: 2012-03-09 · last AC: 2012-03-16 · GNU C++ (first AC) · Tags: \*special, greedy, sortings

[VedernikovNV's solution](#)

**22.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,848 global accepts · Rating: 1100 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: \*special, greedy, implementation

[VedernikovNV's solution](#)

**23.**

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: greedy, sortings

[VedernikovNV's solution](#)

**24.**

639A

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

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation

[VedernikovNV's solution](#)

**25.**

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,863 global accepts · Rating: 1200 · first AC: 2016-03-13 · last AC: 2016-03-14 · GNU C++11 (first AC) · Tags: \*special, binary search, constructive algorithms, data structures, sortings

[VedernikovNV's solution](#)

**26.**

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2015-03-07 · Java 7 (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees

[VedernikovNV's solution](#)

**27.**

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2013-04-15 · GNU C++0x (first AC) · Tags: graphs, implementation

[VedernikovNV's solution](#)

**28.**

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

[VedernikovNV's solution](#)

**29.**

177D1

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 1200 · first AC: 2012-04-21 · MS C++ (first AC) · Tags: brute force

[VedernikovNV's solution](#)

**30.**

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2012-04-21 · MS C++ (first AC) · Tags: number theory

[VedernikovNV's solution](#)

**31.**

172B

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

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2012-04-04 · GNU C++ (first AC) · Tags: \*special, implementation, number theory

[VedernikovNV's solution](#)

**32.**

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[VedernikovNV's solution](#)

**33.**

291B

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

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: \*special, implementation, strings

[VedernikovNV's solution](#)

**34.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,891 global accepts · Rating: 1300 · first AC: 2012-05-10 · GNU C++ (first AC) · Tags: brute force, dp

[VedernikovNV's solution](#)

**35.**

189B

[Counting Rhombi](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1300 · first AC: 2012-05-10 · GNU C++ (first AC) · Tags: brute force, math

[VedernikovNV's solution](#)

**36.**

173A

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

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

[VedernikovNV's solution](#)

**37.**

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

[VedernikovNV's solution](#)

**38.**

641B

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

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

[VedernikovNV's solution](#)

**39.**

637C

[Promocodes with Mistakes](#) · [Tutorial](#)

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: \*special, brute force, constructive algorithms, implementation

[VedernikovNV's solution](#)

**40.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[VedernikovNV's solution](#)

**41.**

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[VedernikovNV's solution](#)

**42.**

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

[VedernikovNV's solution](#)

**43.**

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: dp

[VedernikovNV's solution](#)

**44.**

175B

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

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

[VedernikovNV's solution](#)

**45.**

175A

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

Quality: 2,551 global accepts · Rating: 1400 · first AC: 2012-04-14 · MS C++ (first AC) · Tags: brute force, implementation

[VedernikovNV's solution](#)

**46.**

174B

[File List](#) · [Tutorial](#)

Quality: 2,515 global accepts · Rating: 1400 · first AC: 2012-04-10 · MS C++ (first AC) · Tags: dp, greedy, implementation

[VedernikovNV's solution](#)

**47.**

159A

[Friends or Not](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1400 · first AC: 2012-03-09 · last AC: 2012-03-16 · GNU C++ (first AC) · Tags: \*special, greedy, implementation

[VedernikovNV's solution](#)

**48.**

159C

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

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2012-03-16 · GNU C++ (first AC) · Tags: \*special, binary search, brute force, data structures, strings

[VedernikovNV's solution](#)

**49.**

158C

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

Quality: 10,395 global accepts · Rating: 1400 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: \*special, data structures, implementation

[VedernikovNV's solution](#)

**50.**

501C

[Misha and Forest](#) · [Tutorial](#)

Quality: 6,062 global accepts · Rating: 1500 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings, trees

[VedernikovNV's solution](#)

**51.**

341B

[Bubble Sort Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-08-30 · GNU C++0x (first AC) · Tags: binary search, data structures, dp

[VedernikovNV's solution](#)

**52.**

189C

[Permutations](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-05-10 · GNU C++ (first AC) · Tags: greedy, implementation

[VedernikovNV's solution](#)

**53.**

178D1

[Magic Squares](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1500 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[VedernikovNV's solution](#)

**54.**

177D2

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,682 global accepts · Rating: 1500 · first AC: 2012-04-21 · MS C++ (first AC) · Tags: data structures

[VedernikovNV's solution](#)

**55.**

177C2

[Party](#) · [Tutorial](#)

Quality: 3,013 global accepts · Rating: 1500 · first AC: 2012-04-21 · MS C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[VedernikovNV's solution](#)

**56.**

177C1

[Party](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 1500 · first AC: 2012-04-21 · MS C++ (first AC) · Tags: dfs and similar, dsu, graphs

[VedernikovNV's solution](#)

**57.**

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,842 global accepts · Rating: 1600 · first AC: 2016-06-15 · last AC: 2016-06-15 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[VedernikovNV's solution](#)

**58.**

639B

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

Quality: 6,997 global accepts · Rating: 1600 · first AC: 2016-03-28 · Java 8 (first AC) · Tags: constructive algorithms, graphs, trees

[VedernikovNV's solution](#)

**59.**

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2016-03-13 · Java 8 (first AC) · Tags: \*special, data structures, dp, greedy

[VedernikovNV's solution](#)

**60.**

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[VedernikovNV's solution](#)

**61.**

524A

[A\\$>Ct=Ci6CÔ>, C\\$K Ct=C 5D\\$5 DÔBC,,E C`NCD5C“ð](#)

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

[VedernikovNV's solution](#)

**62.**

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-13 · GNU C++0x (first AC) · Tags: \*special, greedy

[VedernikovNV's solution](#)

**63.**

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-12 · GNU C++0x (first AC) · Tags: \*special, bitmasks, brute force, implementation

[VedernikovNV's solution](#)

64.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: greedy, math

[VedernikovNV's solution](#)

65.

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2012-04-16 · MS C++ (first AC) · Tags: greedy, implementation, sortings, two pointers

[VedernikovNV's solution](#)

66.

157D

[Suspects](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: implementation

[VedernikovNV's solution](#)

67.

155D

[Colliders](#) · [Tutorial](#)

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

[VedernikovNV's solution](#)

68.

155C

[Hometask](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: dp, greedy

[VedernikovNV's solution](#)

69.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · last AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, implementation, math

[VedernikovNV's solution](#)

70.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[VedernikovNV's solution](#)

71.

532C

[Board Game](#) · [Tutorial](#)

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

[VedernikovNV's solution](#)

72.

524B

[BD>D\\$> CÔC CÔCÄOD\\$ 2 \(round version\)](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · Java 7 (first AC) · Tags: dp, greedy

[VedernikovNV's solution](#)

73.

269B

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

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

[VedernikovNV's solution](#)

74.

177E1

[Space Voyage](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 1700 · first AC: 2012-04-21 · last AC: 2012-04-21 · MS C++ (first AC) · Tags: binary search

[VedernikovNV's solution](#)

**75.**

157C

[Message](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: brute force, dp, strings

[VedernikovNV's solution](#)

**76.**

641C

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

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[VedernikovNV's solution](#)

**77.**

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[VedernikovNV's solution](#)

**78.**

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[VedernikovNV's solution](#)

**79.**

532E

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

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

[VedernikovNV's solution](#)

**80.**

189D

[AlgoRace](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-05-10 · GNU C++ (first AC) · Tags: dp, shortest paths

[VedernikovNV's solution](#)

**81.**

182E

[Wooden Fence](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1800 · first AC: 2012-04-24 · GNU C++ (first AC) · Tags: dp

[VedernikovNV's solution](#)

**82.**

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2012-04-22 · Java 7 (first AC) · Tags: binary search, dp, two pointers

[VedernikovNV's solution](#)

**83.**

174C

[Range Increments](#) · [Tutorial](#)

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

[VedernikovNV's solution](#)

**84.**

549D

[Haar Features](#) · [Tutorial](#)

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

[VedernikovNV's solution](#)

**85.**

180D

[Name](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 1900 · first AC: 2012-04-22 · Java 7 (first AC) · Tags: greedy, strings

[VedernikovNV's solution](#)

**86.**

177E2

[Space Voyage](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 1900 · first AC: 2012-04-21 · last AC: 2012-04-21 · Java 7 (first AC) · Tags: binary search

[VedernikovNV's solution](#)

**87.**

641E

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

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

[VedernikovNV's solution](#)

**88.**

541C

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

Rating: 2000 · first AC: 2015-05-03 · last AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[VedernikovNV's solution](#)

**89.**

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · Java 7 (first AC) · Tags: —

[VedernikovNV's solution](#)

**90.**

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

[VedernikovNV's solution](#)

**91.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2015-03-07 · Java 7 (first AC) · Tags: \*special, data structures

[VedernikovNV's solution](#)

**92.**

341C

[Iahub and Permutations](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-08-30 · GNU C++0x (first AC) · Tags: combinatorics, dp, math

[VedernikovNV's solution](#)

**93.**

189E

[Weak Memory](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-05-11 · GNU C++ (first AC) · Tags: binary search, shortest paths

[VedernikovNV's solution](#)

**94.**

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2016-03-02 · last AC: 2016-03-02 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[VedernikovNV's solution](#)

**95.**

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dp, greedy

[VedernikovNV's solution](#)

**96.**

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: binary search, math

[VedernikovNV's solution](#)

**97.**

541F

[Quest](#) · [Tutorial](#)

Quality: 2100 · first AC: 2015-05-03 · Java 7 (first AC) · Tags: —

[VedernikovNV's solution](#)

**98.**

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · Java 7 (first AC) · Tags: greedy, two pointers

[VedernikovNV's solution](#)

**99.**

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-07 · Java 7 (first AC) · Tags: greedy

[VedernikovNV's solution](#)

**100.**

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-03-29 · last AC: 2016-03-30 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[VedernikovNV's solution](#)

**101.**

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[VedernikovNV's solution](#)

**102.**

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[VedernikovNV's solution](#)

**103.**

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[VedernikovNV's solution](#)

**104.**

538E

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

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[VedernikovNV's solution](#)

**105.**

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

[VedernikovNV's solution](#)

**106.**

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[VedernikovNV's solution](#)

**107.**

639D

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

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

[VedernikovNV's solution](#)

**108.**

532F

[Encoding](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-04-17 · Java 7 (first AC) · Tags: —

[VedernikovNV's solution](#)

**109.**

541E

[Playing on Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[VedernikovNV's solution](#)

**110.**

575C

[Party](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graph matchings

[VedernikovNV's solution](#)

**111.**

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · PyPy 3-64 (first AC) · Tags: —

[VedernikovNV's solution](#)

**112.**

1531C

[B 8CÄ&CTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: \*special, constructive algorithms, dp

[VedernikovNV's solution](#)

**113.**

1531A

[At8CÔ3CT@iicolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: \*special, implementation

[VedernikovNV's solution](#)

**114.**

1531B1

[AÄ&CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: \*special

[VedernikovNV's solution](#)

**115.**

1531B2

[AÄ&CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: \*special

[VedernikovNV's solution](#)

**116.**

1275E1

[AÄ&CÔ8D >C´LCÔ0Dò AD4<CÄ0](#)

Quality: 265 global accepts · Rating: — · first AC: 2019-12-10 · Python 3 (first AC) · Tags: \*special

[VedernikovNV's solution](#)

**117.**

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[VedernikovNV's solution](#)

**118.**

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-07 · last AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[VedernikovNV's solution](#)

**119.**

1275C

[#define At0CD0D10aB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[VedernikovNV's solution](#)

**120.**

1275A

[B IDK0\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[VedernikovNV's solution](#)

**121.**

100209A

[AD20R1C HC08](#)

Rating: — · first AC: 2013-06-16 · GNU C++0x (first AC) · Tags: —

[VedernikovNV's solution](#)

**122.**

100167C

[A B C D S >](#)

Rating: — · first AC: 2013-02-23 · GNU C++ (first AC) · Tags: —

[VedernikovNV's solution](#)

**123.**

100058E

[E · Tutorial](#)

Rating: — · first AC: 2012-06-10 · last AC: 2012-06-21 · GNU C++ (first AC) · Tags: —

[VedernikovNV's solution](#)

**124.**

100061F

[A @ C | = D`](#)

Rating: — · first AC: 2012-06-16 · last AC: 2012-06-16 · Java 6 (first AC) · Tags: —

[VedernikovNV's solution](#)

**125.**

100061D

[A Ä \\* C Ô 5 D \\$ K](#)

Rating: — · first AC: 2012-06-16 · Java 6 (first AC) · Tags: —

[VedernikovNV's solution](#)

**126.**

100061E

[B U C 1 6 ä @ D B D > C # 8](#)

Rating: — · first AC: 2012-06-16 · Java 6 (first AC) · Tags: —

[VedernikovNV's solution](#)

**127.**

100061C

[B T D d 8 C ä D C ä 1](#)

Rating: — · first AC: 2012-06-16 · Java 6 (first AC) · Tags: —

[VedernikovNV's solution](#)

**128.**

100061B

[A Ä D ä C Ô D d 8 D ö](#)

Rating: — · first AC: 2012-06-16 · Java 6 (first AC) · Tags: —

[VedernikovNV's solution](#)

**129.**

100061A

[A T 2 D i 5 D B C = C ä 2 C # 0](#)

Rating: — · first AC: 2012-06-16 · Java 6 (first AC) · Tags: —

[VedernikovNV's solution](#)

**130.**

100058B

[A,3D0l](#)

Rating: — · first AC: 2012-06-10 · GNU C++0x (first AC) · Tags: —

[VedernikovNV's solution](#)

**131.**

100058D

[A4B D15D 5CDL](#)

Rating: — · first AC: 2012-06-10 · GNU C++0x (first AC) · Tags: —

[VedernikovNV's solution](#)

**132.**

100058A

[B,1000 C 0CD:C](#)

Rating: — · first AC: 2012-06-10 · Delphi (first AC) · Tags: —

[VedernikovNV's solution](#)

**133.**

100058C

[B10D 16l](#)

Rating: — · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: —

[VedernikovNV's solution](#)

**134.**

100059C

[B5D5@ C MCD@](#)

Rating: — · first AC: 2012-06-02 · last AC: 2012-06-02 · GNU C++ (first AC) · Tags: —

[VedernikovNV's solution](#)

**135.**

100059B

[A,1D0 C, HC,,DD C](#)

Rating: — · first AC: 2012-06-02 · GNU C++ (first AC) · Tags: —

[VedernikovNV's solution](#)

**136.**

100059A

[A@C@ AD\\$0Dò 7C 4C GC](#)

Rating: — · first AC: 2012-06-02 · GNU C++ (first AC) · Tags: —

[VedernikovNV's solution](#)