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Unique solved — Volkov Ivan

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

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

Filters: none

Count: 931

- 1.**
1616A
[Integer Diversity](#) · [Tutorial](#)
Quality: 23,828 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Volkov Ivan's solution](#)
- 2.**
1615A
[Closing The Gap](#) · [Tutorial](#)
Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Volkov Ivan's solution](#)
- 3.**
1586A
[Windblume Ode](#) · [Tutorial](#)
Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[Volkov Ivan's solution](#)
- 4.**
1534A
[Colour the Flag](#) · [Tutorial](#)
Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Volkov Ivan's solution](#)
- 5.**
1515A
[Phoenix and Gold](#) · [Tutorial](#)
Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Volkov Ivan's solution](#)
- 6.**
1517A
[Sum of 2050](#) · [Tutorial](#)
Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Volkov Ivan's solution](#)
- 7.**
1491A
[K-th Largest Value](#) · [Tutorial](#)
Quality: 19,024 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[Volkov Ivan's solution](#)
- 8.**
1474A
[Puzzle From the Future](#) · [Tutorial](#)
Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Volkov Ivan's solution](#)
- 9.**
1466B
[Last minute enhancements](#) · [Tutorial](#)
Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[Volkov Ivan's solution](#)
- 10.**
1466A
[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math
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11.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math
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12.

1408A

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Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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13.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[Volkov_Ivan's solution](#)

14.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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15.

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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16.

1388A

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Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[Volkov_Ivan's solution](#)

17.

1250F

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Quality: 8,384 global accepts · Rating: 800 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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18.

1358A

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Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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19.

1348A

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

Quality: 42,847 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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20.

1328A

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Quality: 131,894 global accepts · Rating: 800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[Volkov_Ivan's solution](#)

21.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Volkov Ivan's solution](#)

22.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,202 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

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23.

1305A

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

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

[Volkov Ivan's solution](#)

24.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[Volkov Ivan's solution](#)

25.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Volkov Ivan's solution](#)

26.

1148A

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

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Volkov Ivan's solution](#)

27.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Volkov Ivan's solution](#)

28.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Volkov Ivan's solution](#)

29.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,357 global accepts · Rating: 800 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Volkov Ivan's solution](#)

30.

1056A

[Determine Line](#) · [Tutorial](#)

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

[Volkov Ivan's solution](#)

31.

1080A

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

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

[Volkov Ivan's solution](#)

- 32.**
1031A
[Golden Plate](#) · [Tutorial](#)
Quality: 13,396 global accepts · Rating: 800 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: implementation, math
[Volkov_Ivan's solution](#)
- 33.**
1065A
[Vasya and Chocolate](#) · [Tutorial](#)
Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Volkov_Ivan's solution](#)
- 34.**
1028A
[Find Square](#) · [Tutorial](#)
Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: implementation
[Volkov_Ivan's solution](#)
- 35.**
1015A
[Points in Segments](#) · [Tutorial](#)
Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-07-31 · last AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Volkov_Ivan's solution](#)
- 36.**
976A
[Minimum Binary Number](#) · [Tutorial](#)
Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Volkov_Ivan's solution](#)
- 37.**
994A
[Fingerprints](#) · [Tutorial](#)
Quality: 15,213 global accepts · Rating: 800 · first AC: 2018-07-23 · GNU C++11 (first AC) · Tags: implementation
[Volkov_Ivan's solution](#)
- 38.**
1006A
[Adjacent Replacements](#) · [Tutorial](#)
Quality: 22,873 global accepts · Rating: 800 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: implementation
[Volkov_Ivan's solution](#)
- 39.**
988A
[Diverse Team](#) · [Tutorial](#)
Quality: 28,495 global accepts · Rating: 800 · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: brute force, implementation
[Volkov_Ivan's solution](#)
- 40.**
987A
[Infinity Gauntlet](#) · [Tutorial](#)
Quality: 17,501 global accepts · Rating: 800 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Volkov_Ivan's solution](#)
- 41.**
984A
[Game](#) · [Tutorial](#)
Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: sortings
[Volkov_Ivan's solution](#)
- 42.**
978A
[Remove Duplicates](#) · [Tutorial](#)
Quality: 30,731 global accepts · Rating: 800 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: implementation
[Volkov_Ivan's solution](#)

43.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,909 global accepts · Rating: 800 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: greedy, strings

[Volkov_Ivan's solution](#)

44.

977A

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

Quality: 217,462 global accepts · Rating: 800 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: implementation

[Volkov_Ivan's solution](#)

45.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Volkov_Ivan's solution](#)

46.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,232 global accepts · Rating: 800 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Volkov_Ivan's solution](#)

47.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Volkov_Ivan's solution](#)

48.

908A

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

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

[Volkov_Ivan's solution](#)

49.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,091 global accepts · Rating: 800 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Volkov_Ivan's solution](#)

50.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,378 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Volkov_Ivan's solution](#)

51.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 800 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Volkov_Ivan's solution](#)

52.

811A

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

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

[Volkov_Ivan's solution](#)

53.

1609A

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

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

[Volkov_Ivan's solution](#)

54.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Volkov_Ivan's solution](#)

55.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Volkov_Ivan's solution](#)

56.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Volkov_Ivan's solution](#)

57.

1208A

[XORinacci](#) · [Tutorial](#)

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

[Volkov_Ivan's solution](#)

58.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,764 global accepts · Rating: 900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Volkov_Ivan's solution](#)

59.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,693 global accepts · Rating: 900 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Volkov_Ivan's solution](#)

60.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 900 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Volkov_Ivan's solution](#)

61.

1093B

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Quality: 17,703 global accepts · Rating: 900 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Volkov_Ivan's solution](#)

62.

1080B

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

Quality: 12,640 global accepts · Rating: 900 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Volkov_Ivan's solution](#)

63.

1055A

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[Volkov_Ivan's solution](#)

64.

975A

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Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Volkov_Ivan's solution](#)

65.

981A

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Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
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66.

980A

[Links and Pearls](#) · [Tutorial](#)

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67.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,773 global accepts · Rating: 900 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: implementation, strings
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68.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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69.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
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70.

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
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71.

879A

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

Quality: 9,573 global accepts · Rating: 900 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Volkov_Ivan's solution](#)

72.

870A

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

Quality: 10,787 global accepts · Rating: 900 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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73.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2017-05-26 · last AC: 2017-05-26 · GNU C++11 (first AC) · Tags: implementation, math
[Volkov_Ivan's solution](#)

74.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force
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75.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory
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76.

1474B

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

Quality: 40,320 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

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77.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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78.

1395A

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Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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79.

1359B

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80.

1359A

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Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

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81.

1358B

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Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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82.

1326A

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Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Volkov Ivan's solution](#)

83.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Volkov Ivan's solution](#)

84.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[Volkov Ivan's solution](#)

85.

1223B

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

Quality: 15,894 global accepts · Rating: 1000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

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86.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,210 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Volkov Ivan's solution](#)

87.

1140A

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Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Volkov Ivan's solution](#)

88.

1111A

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

Quality: 18,094 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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89.

1051B

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Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Volkov Ivan's solution](#)

90.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1000 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Volkov Ivan's solution](#)

91.

981B

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

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: sortings

[Volkov Ivan's solution](#)

92.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,821 global accepts · Rating: 1000 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[Volkov Ivan's solution](#)

93.

979A

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

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: math

[Volkov Ivan's solution](#)

94.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,195 global accepts · Rating: 1000 · first AC: 2018-02-02 · last AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Volkov Ivan's solution](#)

95.

890B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov Ivan's solution](#)

96.

890A

[ACM ICPC](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Volkov Ivan's solution](#)

97.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Volkov_Ivan's solution](#)

98.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: implementation

[Volkov_Ivan's solution](#)

99.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,208 global accepts · Rating: 1000 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[Volkov_Ivan's solution](#)

100.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1000 · first AC: 2017-05-31 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math

[Volkov_Ivan's solution](#)

101.

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Volkov_Ivan's solution](#)

102.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Volkov_Ivan's solution](#)

103.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Volkov_Ivan's solution](#)

104.

1428C

[ABBB](#) · [Tutorial](#)

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

[Volkov_Ivan's solution](#)

105.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Volkov_Ivan's solution](#)

106.

1366A

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

Quality: 32,996 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Volkov_Ivan's solution](#)

107.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[Volkov_Ivan's solution](#)

108.

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
[Volkov_Ivan's solution](#)

109.

1327A

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

Quality: 45,729 global accepts · Rating: 1100 · first AC: 2020-03-23 · last AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[Volkov_Ivan's solution](#)

110.

1214B

[Badges](#) · [Tutorial](#)

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

111.

1132A

[Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Volkov_Ivan's solution](#)

112.

1112A

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

Rating: 1100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Volkov_Ivan's solution](#)

113.

1105B

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

Quality: 10,557 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[Volkov_Ivan's solution](#)

114.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[Volkov_Ivan's solution](#)

115.

1015C

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

Quality: 21,399 global accepts · Rating: 1100 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[Volkov_Ivan's solution](#)

116.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Volkov_Ivan's solution](#)

117.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-06-06 · GNU C++11 (first AC) · Tags: implementation
[Volkov_Ivan's solution](#)

118.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,284 global accepts · Rating: 1100 · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: sortings, strings
[Volkov_Ivan's solution](#)

119.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[Volkov_Ivan's solution](#)

120.

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1100 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: implementation

[Volkov_Ivan's solution](#)

121.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Volkov_Ivan's solution](#)

122.

884B

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

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Volkov_Ivan's solution](#)

123.

877A

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

Quality: 11,550 global accepts · Rating: 1100 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Volkov_Ivan's solution](#)

124.

858A

[k-rounding](#) · [Tutorial](#)

Quality: 8,996 global accepts · Rating: 1100 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Volkov_Ivan's solution](#)

125.

842B

[Gleb And Pizza](#) · [Tutorial](#)

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

[Volkov_Ivan's solution](#)

126.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: implementation, sortings

[Volkov_Ivan's solution](#)

127.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Volkov_Ivan's solution](#)

128.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Volkov_Ivan's solution](#)

129.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Volkov_Ivan's solution](#)

130.

1428B

[Belted Rooms](#) · [Tutorial](#)

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

[Volkov_Ivan's solution](#)

131.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Volkov_Ivan's solution](#)

132.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Volkov_Ivan's solution](#)

133.

1327B

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

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · last AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Volkov_Ivan's solution](#)

134.

1305B

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

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

[Volkov_Ivan's solution](#)

135.

1214C

[Bad Sequence](#) · [Tutorial](#)

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

[Volkov_Ivan's solution](#)

136.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Volkov_Ivan's solution](#)

137.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Volkov_Ivan's solution](#)

138.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Volkov_Ivan's solution](#)

139.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Volkov_Ivan's solution](#)

140.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Volkov_Ivan's solution](#)

141.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Volkov_Ivan's solution](#)

142.

1076B

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

Quality: 14,585 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Volkov_Ivan's solution](#)

143.

1076A

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

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

[Volkov_Ivan's solution](#)

144.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[Volkov_Ivan's solution](#)

145.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Volkov_Ivan's solution](#)

146.

1015B

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

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

[Volkov_Ivan's solution](#)

147.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Volkov_Ivan's solution](#)

148.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,359 global accepts · Rating: 1200 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[Volkov_Ivan's solution](#)

149.

1006B

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

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Volkov_Ivan's solution](#)

150.

985B

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

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-06-06 · GNU C++11 (first AC) · Tags: implementation

[Volkov_Ivan's solution](#)

151.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Volkov_Ivan's solution](#)

152.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: sortings

[Volkov_Ivan's solution](#)

153.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Volkov_Ivan's solution](#)

154.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,113 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Volkov_Ivan's solution](#)

155.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Volkov_Ivan's solution](#)

156.

908B

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

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

[Volkov_Ivan's solution](#)

157.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Volkov_Ivan's solution](#)

158.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,405 global accepts · Rating: 1200 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Volkov_Ivan's solution](#)

159.

870B

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

Quality: 10,639 global accepts · Rating: 1200 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Volkov_Ivan's solution](#)

160.

842A

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

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

[Volkov_Ivan's solution](#)

161.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2017-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms

[Volkov_Ivan's solution](#)

162.

812A

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

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: implementation

[Volkov_Ivan's solution](#)

163.

811B

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

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

[Volkov Ivan's solution](#)

164.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Volkov Ivan's solution](#)

165.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Volkov Ivan's solution](#)

166.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Volkov Ivan's solution](#)

167.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,384 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Volkov Ivan's solution](#)

168.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Volkov Ivan's solution](#)

169.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Volkov Ivan's solution](#)

170.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,952 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[Volkov Ivan's solution](#)

171.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Volkov Ivan's solution](#)

172.

1328B

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

Quality: 32,043 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Volkov Ivan's solution](#)

173.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[Volkov_Ivan's solution](#)

174.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[Volkov_Ivan's solution](#)

175.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[Volkov_Ivan's solution](#)

176.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings
[Volkov_Ivan's solution](#)

177.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Volkov_Ivan's solution](#)

178.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: greedy, implementation
[Volkov_Ivan's solution](#)

179.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,423 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[Volkov_Ivan's solution](#)

180.

1055B

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

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

181.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[Volkov_Ivan's solution](#)

182.

976B

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

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Volkov_Ivan's solution](#)

183.

982B

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

Quality: 8,947 global accepts · Rating: 1300 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[Volkov_Ivan's solution](#)

184.

924A

[Mystical Mosaic](#) · [Tutorial](#)

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

[Volkov_Ivan's solution](#)

185.

929B

[AÄ5D8C 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[Volkov_Ivan's solution](#)

186.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-12 · last AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Volkov_Ivan's solution](#)

187.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Volkov_Ivan's solution](#)

188.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1300 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[Volkov_Ivan's solution](#)

189.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1300 · first AC: 2017-12-25 · last AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[Volkov_Ivan's solution](#)

190.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Volkov_Ivan's solution](#)

191.

897B

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

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

[Volkov_Ivan's solution](#)

192.

890C

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

Rating: 1300 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[Volkov_Ivan's solution](#)

193.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Volkov_Ivan's solution](#)

194.

870C

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

Quality: 9,766 global accepts · Rating: 1300 · first AC: 2017-10-15 · last AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Volkov Ivan's solution](#)

195.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-08-25 · GNU C++11 (first AC) · Tags: combinatorics, math

[Volkov Ivan's solution](#)

196.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: greedy, sortings

[Volkov Ivan's solution](#)

197.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,762 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Volkov Ivan's solution](#)

198.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Volkov Ivan's solution](#)

199.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Volkov Ivan's solution](#)

200.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Volkov Ivan's solution](#)

201.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Volkov Ivan's solution](#)

202.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Volkov Ivan's solution](#)

203.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Volkov Ivan's solution](#)

204.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation

[Volkov Ivan's solution](#)

205.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Volkov Ivan's solution](#)

206.

1348B

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

Quality: 27,485 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Volkov Ivan's solution](#)

207.

1332B

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

Quality: 18,954 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

[Volkov Ivan's solution](#)

208.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Volkov Ivan's solution](#)

209.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

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

[Volkov Ivan's solution](#)

210.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Volkov Ivan's solution](#)

211.

1266C

[Diverse Matrix](#) · [Tutorial](#)

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

[Volkov Ivan's solution](#)

212.

1214A

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

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

[Volkov Ivan's solution](#)

213.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Volkov Ivan's solution](#)

214.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[Volkov Ivan's solution](#)

215.

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-07-23 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Volkov_Ivan's solution](#)

216.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: implementation, sortings

[Volkov_Ivan's solution](#)

217.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Volkov_Ivan's solution](#)

218.

981C

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Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: implementation, trees

[Volkov_Ivan's solution](#)

219.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: combinatorics, math

[Volkov_Ivan's solution](#)

220.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,524 global accepts · Rating: 1400 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: dfs and similar, math, sortings

[Volkov_Ivan's solution](#)

221.

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Volkov_Ivan's solution](#)

222.

929A

[A to C: B C\\$5C >D 8C65CD>C](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation

[Volkov_Ivan's solution](#)

223.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Volkov_Ivan's solution](#)

224.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[Volkov_Ivan's solution](#)

225.

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Volkov_Ivan's solution](#)

226.

844C

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

Quality: 1400 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: dfs and similar, math

[Volkov_Ivan's solution](#)

227.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2017-05-31 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[Volkov_Ivan's solution](#)

228.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2017-05-29 · last AC: 2017-05-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[Volkov_Ivan's solution](#)

229.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Volkov_Ivan's solution](#)

230.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[Volkov_Ivan's solution](#)

231.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Volkov_Ivan's solution](#)

232.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Volkov_Ivan's solution](#)

233.

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[Volkov_Ivan's solution](#)

234.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Volkov_Ivan's solution](#)

235.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Volkov_Ivan's solution](#)

236.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Volkov Ivan's solution](#)

237.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Volkov Ivan's solution](#)

238.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Volkov Ivan's solution](#)

239.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Volkov Ivan's solution](#)

240.

1366C

[Palindromic Paths](#) · [Tutorial](#)

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Volkov Ivan's solution](#)

241.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Volkov Ivan's solution](#)

242.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Volkov Ivan's solution](#)

243.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Volkov Ivan's solution](#)

244.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Volkov Ivan's solution](#)

245.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,857 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Volkov Ivan's solution](#)

246.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures,

strings

[Volkov Ivan's solution](#)

247.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Volkov Ivan's solution](#)

248.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Volkov Ivan's solution](#)

249.

1208B

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Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Volkov Ivan's solution](#)

250.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: dp, greedy

[Volkov Ivan's solution](#)

251.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,732 global accepts · Rating: 1500 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Volkov Ivan's solution](#)

252.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Volkov Ivan's solution](#)

253.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Volkov Ivan's solution](#)

254.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Volkov Ivan's solution](#)

255.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Volkov Ivan's solution](#)

256.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, math

[Volkov Ivan's solution](#)

257.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,637 global accepts · Rating: 1500 · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Volkov_Ivan's solution](#)

258.

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: math

[Volkov_Ivan's solution](#)

259.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-06-06 · last AC: 2018-07-15 · GNU C++11 (first AC) · Tags: greedy

[Volkov_Ivan's solution](#)

260.

978D

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

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Volkov_Ivan's solution](#)

261.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Volkov_Ivan's solution](#)

262.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,853 global accepts · Rating: 1500 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

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263.

977E

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

Quality: 25,614 global accepts · Rating: 1500 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Volkov_Ivan's solution](#)

264.

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

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265.

908C

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Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[Volkov_Ivan's solution](#)

266.

887C

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Quality: 2,975 global accepts · Rating: 1500 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Volkov_Ivan's solution](#)

267.

884C

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Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math

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268.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

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269.

858C

[Did you mean...](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1500 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[Volkov_Ivan's solution](#)

270.

858B

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Quality: 4,105 global accepts · Rating: 1500 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, implementation

[Volkov_Ivan's solution](#)

271.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 1500 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Volkov_Ivan's solution](#)

272.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,498 global accepts · Rating: 1500 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: binary search, sortings

[Volkov_Ivan's solution](#)

273.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers

[Volkov_Ivan's solution](#)

274.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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275.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math

[Volkov_Ivan's solution](#)

276.

1609D

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Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Volkov_Ivan's solution](#)

277.

1603B

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Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Volkov_Ivan's solution](#)

278.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,987 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Volkov Ivan's solution](#)

279.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Volkov Ivan's solution](#)

280.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Volkov Ivan's solution](#)

281.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Volkov Ivan's solution](#)

282.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[Volkov Ivan's solution](#)

283.

1349A

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Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[Volkov Ivan's solution](#)

284.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings

[Volkov Ivan's solution](#)

285.

1348C

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

Quality: 15,482 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Volkov Ivan's solution](#)

286.

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Volkov Ivan's solution](#)

287.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Volkov Ivan's solution](#)

288.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,782 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Volkov Ivan's solution](#)

289.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Volkov Ivan's solution](#)

290.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Volkov Ivan's solution](#)

291.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Volkov Ivan's solution](#)

292.

1175C

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Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[Volkov Ivan's solution](#)

293.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,430 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation

[Volkov Ivan's solution](#)

294.

1148B

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Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[Volkov Ivan's solution](#)

295.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[Volkov Ivan's solution](#)

296.

1112B

[System Testing](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Volkov Ivan's solution](#)

297.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Volkov Ivan's solution](#)

298.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Volkov Ivan's solution](#)

299.

1096C

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Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[Volkov Ivan's solution](#)

300.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Volkov Ivan's solution](#)

301.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Volkov Ivan's solution](#)

302.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Volkov Ivan's solution](#)

303.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[Volkov Ivan's solution](#)

304.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Volkov Ivan's solution](#)

305.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Volkov Ivan's solution](#)

306.

1031C

[Cram Time](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1600 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: greedy

[Volkov Ivan's solution](#)

307.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Volkov Ivan's solution](#)

308.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: geometry, implementation, sortings

[Volkov Ivan's solution](#)

309.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Volkov_Ivan's solution](#)

310.

994C

[Two Squares](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-07-23 · GNU C++11 (first AC) · Tags: brute force
[Volkov_Ivan's solution](#)

311.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[Volkov_Ivan's solution](#)

312.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[Volkov_Ivan's solution](#)

313.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-19 · last AC: 2018-05-19 · GNU C++11 (first AC) · Tags: dfs and similar, trees
[Volkov_Ivan's solution](#)

314.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms
[Volkov_Ivan's solution](#)

315.

924B

[Three-level Laser](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers
[Volkov_Ivan's solution](#)

316.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[Volkov_Ivan's solution](#)

317.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[Volkov_Ivan's solution](#)

318.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,566 global accepts · Rating: 1600 · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory
[Volkov_Ivan's solution](#)

319.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[Volkov_Ivan's solution](#)

320.

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, implementation, strings

[Volkov_Ivan's solution](#)

321.

879C

[Short Program](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graph matchings

[Volkov_Ivan's solution](#)

322.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Volkov_Ivan's solution](#)

323.

858D

[Polycarp's phone book](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 1600 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[Volkov_Ivan's solution](#)

324.

849C

[From Y to Y](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[Volkov_Ivan's solution](#)

325.

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 1600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: brute force, geometry

[Volkov_Ivan's solution](#)

326.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Volkov_Ivan's solution](#)

327.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2017-07-21 · GNU C++11 (first AC) · Tags: data structures, dsu

[Volkov_Ivan's solution](#)

328.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[Volkov_Ivan's solution](#)

329.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2017-05-31 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings

[Volkov_Ivan's solution](#)

330.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Volkov_Ivan's solution](#)

331.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Volkov Ivan's solution](#)

332.

1586C

[Omkar and Determination](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Volkov Ivan's solution](#)

333.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Volkov Ivan's solution](#)

334.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Volkov Ivan's solution](#)

335.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[Volkov Ivan's solution](#)

336.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Volkov Ivan's solution](#)

337.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Volkov Ivan's solution](#)

338.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Volkov Ivan's solution](#)

339.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Volkov Ivan's solution](#)

340.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Volkov Ivan's solution](#)

341.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,817 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Volkov Ivan's solution](#)

342.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Volkov Ivan's solution](#)

343.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,297 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Volkov Ivan's solution](#)

344.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[Volkov Ivan's solution](#)

345.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Volkov Ivan's solution](#)

346.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Volkov Ivan's solution](#)

347.

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

[Volkov Ivan's solution](#)

348.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

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

[Volkov Ivan's solution](#)

349.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Volkov Ivan's solution](#)

350.

1292B

[Aroma's Search](#) · [Tutorial](#)

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

[Volkov Ivan's solution](#)

351.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Volkov_Ivan's solution](#)

352.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Volkov_Ivan's solution](#)

353.

1254A

[Feeding Chicken](#) · [Tutorial](#)

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

[Volkov_Ivan's solution](#)

354.

1239A

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

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

[Volkov_Ivan's solution](#)

355.

1229A

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

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

[Volkov_Ivan's solution](#)

356.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Volkov_Ivan's solution](#)

357.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Volkov_Ivan's solution](#)

358.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Volkov_Ivan's solution](#)

359.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Volkov_Ivan's solution](#)

360.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[Volkov_Ivan's solution](#)

361.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Volkov_Ivan's solution](#)

362.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Volkov_Ivan's solution](#)

363.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[Volkov_Ivan's solution](#)

364.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Volkov_Ivan's solution](#)

365.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[Volkov_Ivan's solution](#)

366.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[Volkov_Ivan's solution](#)

367.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Volkov_Ivan's solution](#)

368.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Volkov_Ivan's solution](#)

369.

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: implementation

[Volkov_Ivan's solution](#)

370.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: dp

[Volkov_Ivan's solution](#)

371.

984C

[Finite or not?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Volkov_Ivan's solution](#)

372.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Volkov_Ivan's solution](#)

373.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: games, greedy

[Volkov_Ivan's solution](#)

374.

977F

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

Quality: 25,128 global accepts · Rating: 1700 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: dp

[Volkov_Ivan's solution](#)

375.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Volkov_Ivan's solution](#)

376.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Volkov_Ivan's solution](#)

377.

923A

[Primal Sport](#) · [Tutorial](#)

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

[Volkov_Ivan's solution](#)

378.

929C

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

Quality: 1,203 global accepts · Rating: 1700 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics, math

[Volkov_Ivan's solution](#)

379.

937C

[Save Energy!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[Volkov_Ivan's solution](#)

380.

897C

[Nephren gives a riddle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math

[Volkov_Ivan's solution](#)

381.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[Volkov_Ivan's solution](#)

382.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Volkov_Ivan's solution](#)

383.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Volkov_Ivan's solution](#)

384.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Volkov_Ivan's solution](#)

385.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Volkov_Ivan's solution](#)

386.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[Volkov_Ivan's solution](#)

387.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Volkov_Ivan's solution](#)

388.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Volkov_Ivan's solution](#)

389.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Volkov_Ivan's solution](#)

390.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Volkov_Ivan's solution](#)

391.

1442B

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

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[Volkov_Ivan's solution](#)

392.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Volkov_Ivan's solution](#)

393.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees
[Volkov_Ivan's solution](#)

394.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers
[Volkov_Ivan's solution](#)

395.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[Volkov_Ivan's solution](#)

396.

1250B

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

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[Volkov_Ivan's solution](#)

397.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees
[Volkov_Ivan's solution](#)

398.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Volkov_Ivan's solution](#)

399.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math
[Volkov_Ivan's solution](#)

400.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[Volkov_Ivan's solution](#)

401.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings
[Volkov_Ivan's solution](#)

402.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities
[Volkov_Ivan's solution](#)

403.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Volkov Ivan's solution](#)

404.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Volkov Ivan's solution](#)

405.

1290B

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

Quality: 7,155 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Volkov Ivan's solution](#)

406.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Volkov Ivan's solution](#)

407.

1254B1

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

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

[Volkov Ivan's solution](#)

408.

1208C

[Magic Grid](#) · [Tutorial](#)

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

[Volkov Ivan's solution](#)

409.

1207D

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

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: combinatorics

[Volkov Ivan's solution](#)

410.

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Volkov Ivan's solution](#)

411.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings

[Volkov Ivan's solution](#)

412.

1096D

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Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Volkov Ivan's solution](#)

413.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Volkov_Ivan's solution](#)

414.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[Volkov_Ivan's solution](#)

415.

1034A

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Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Volkov_Ivan's solution](#)

416.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1800 · first AC: 2018-06-02 · last AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Volkov_Ivan's solution](#)

417.

984D

[XOR-pyramid](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: dp

[Volkov_Ivan's solution](#)

418.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-14 · last AC: 2018-05-14 · GNU C++11 (first AC) · Tags: greedy

[Volkov_Ivan's solution](#)

419.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 4,989 global accepts · Rating: 1800 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Volkov_Ivan's solution](#)

420.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[Volkov_Ivan's solution](#)

421.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Volkov_Ivan's solution](#)

422.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[Volkov_Ivan's solution](#)

423.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Volkov_Ivan's solution](#)

424.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graph matchings, graphs

[Volkov Ivan's solution](#)

425.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Volkov Ivan's solution](#)

426.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Volkov Ivan's solution](#)

427.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[Volkov Ivan's solution](#)

428.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[Volkov Ivan's solution](#)

429.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Volkov Ivan's solution](#)

430.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Volkov Ivan's solution](#)

431.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Volkov Ivan's solution](#)

432.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Volkov Ivan's solution](#)

433.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[Volkov Ivan's solution](#)

434.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[Volkov_Ivan's solution](#)

435.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Volkov_Ivan's solution](#)

436.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[Volkov_Ivan's solution](#)

437.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Volkov_Ivan's solution](#)

438.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Volkov_Ivan's solution](#)

439.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Volkov_Ivan's solution](#)

440.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[Volkov_Ivan's solution](#)

441.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Volkov_Ivan's solution](#)

442.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,718 global accepts · Rating: 1900 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Volkov_Ivan's solution](#)

443.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Volkov_Ivan's solution](#)

444.

1305D

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

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

[Volkov_Ivan's solution](#)

445.

1214D

[Treasure Island](#) · [Tutorial](#)

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

[Volkov_Ivan's solution](#)

446.

1208D

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

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

[Volkov_Ivan's solution](#)

447.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: bitmasks, interactive, math

[Volkov_Ivan's solution](#)

448.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,064 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Volkov_Ivan's solution](#)

449.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Volkov_Ivan's solution](#)

450.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[Volkov_Ivan's solution](#)

451.

1112C

[Diana and Liana](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[Volkov_Ivan's solution](#)

452.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Volkov_Ivan's solution](#)

453.

1078A

[Barcelonian Distance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math, shortest paths

[Volkov_Ivan's solution](#)

454.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,152 global accepts · Rating: 1900 · first AC: 2018-11-13 · last AC: 2018-11-13 · GNU C++11 (first AC) · Tags: data structures, trees
[Volkov_Ivan's solution](#)

455.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Volkov_Ivan's solution](#)

456.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive, trees
[Volkov_Ivan's solution](#)

457.

1031D

[Minimum path](#) · [Tutorial](#)

Quality: 2,985 global accepts · Rating: 1900 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: greedy
[Volkov_Ivan's solution](#)

458.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy
[Volkov_Ivan's solution](#)

459.

994D

[Open Communication](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-07-23 · GNU C++11 (first AC) · Tags: bitmasks
[Volkov_Ivan's solution](#)

460.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy
[Volkov_Ivan's solution](#)

461.

811C

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Quality: 3,495 global accepts · Rating: 1900 · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: dp, implementation
[Volkov_Ivan's solution](#)

462.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, trees
[Volkov_Ivan's solution](#)

463.

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,812 global accepts · Rating: 1900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities
[Volkov_Ivan's solution](#)

464.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-20 · last AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory
[Volkov_Ivan's solution](#)

465.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2017-07-21 · GNU C++11 (first AC) · Tags: binary search, greedy

[Volkov_Ivan's solution](#)

466.

803C

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Quality: 5,818 global accepts · Rating: 1900 · first AC: 2017-07-21 · last AC: 2017-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Volkov_Ivan's solution](#)

467.

1616D

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Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

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468.

1458B

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Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Volkov_Ivan's solution](#)

469.

1427D

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Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Volkov_Ivan's solution](#)

470.

1427C

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Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Volkov_Ivan's solution](#)

471.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Volkov_Ivan's solution](#)

472.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Volkov_Ivan's solution](#)

473.

1416B

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Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Volkov_Ivan's solution](#)

474.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Volkov_Ivan's solution](#)

475.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs,

implementation

[Volkov_Ivan's solution](#)

476.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Volkov_Ivan's solution](#)

477.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Volkov_Ivan's solution](#)

478.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Volkov_Ivan's solution](#)

479.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Volkov_Ivan's solution](#)

480.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Volkov_Ivan's solution](#)

481.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Volkov_Ivan's solution](#)

482.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Volkov_Ivan's solution](#)

483.

1266D

[Decreasing Debts](#) · [Tutorial](#)

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

[Volkov_Ivan's solution](#)

484.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Volkov_Ivan's solution](#)

485.

1229B

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

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

number theory, trees

[Volkov_Ivan's solution](#)

486.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

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

[Volkov_Ivan's solution](#)

487.

1142B

[Lynnyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Volkov_Ivan's solution](#)

488.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Volkov_Ivan's solution](#)

489.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Volkov_Ivan's solution](#)

490.

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Volkov_Ivan's solution](#)

491.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Volkov_Ivan's solution](#)

492.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Volkov_Ivan's solution](#)

493.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,496 global accepts · Rating: 2000 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[Volkov_Ivan's solution](#)

494.

844D

[Interactive LowerBound](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-08-28 · last AC: 2017-08-28 · GNU C++11 (first AC) · Tags: brute force, interactive, probabilities

[Volkov_Ivan's solution](#)

495.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2017-07-21 · GNU C++11 (first AC) · Tags: dp, graphs

[Volkov_Ivan's solution](#)

496.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Volkov Ivan's solution](#)

497.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Volkov Ivan's solution](#)

498.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Volkov Ivan's solution](#)

499.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Volkov Ivan's solution](#)

500.

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Volkov Ivan's solution](#)

501.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[Volkov Ivan's solution](#)

502.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Volkov Ivan's solution](#)

503.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Volkov Ivan's solution](#)

504.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Volkov Ivan's solution](#)

505.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Volkov Ivan's solution](#)

506.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Volkov Ivan's solution](#)

507.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Volkov Ivan's solution](#)

508.

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

[Volkov Ivan's solution](#)

509.

1299C

[Water Balance](#) · [Tutorial](#)

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

[Volkov Ivan's solution](#)

510.

1266E

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

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

[Volkov Ivan's solution](#)

511.

1254B2

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

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

[Volkov Ivan's solution](#)

512.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[Volkov Ivan's solution](#)

513.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Volkov Ivan's solution](#)

514.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[Volkov Ivan's solution](#)

515.

1112D

[Compress String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Volkov Ivan's solution](#)

516.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Volkov Ivan's solution](#)

517.

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, strings

[Volkov Ivan's solution](#)

518.

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Volkov Ivan's solution](#)

519.

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, geometry

[Volkov Ivan's solution](#)

520.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Volkov Ivan's solution](#)

521.

994E

[Careful Maneuvering](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-07-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures

[Volkov Ivan's solution](#)

522.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Volkov Ivan's solution](#)

523.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,776 global accepts · Rating: 2100 · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: dp

[Volkov Ivan's solution](#)

524.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: dp, math, number theory

[Volkov Ivan's solution](#)

525.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2017-05-29 · last AC: 2017-05-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[Volkov Ivan's solution](#)

526.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[Volkov_Ivan's solution](#)

527.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

528.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Volkov_Ivan's solution](#)

529.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[Volkov_Ivan's solution](#)

530.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Volkov_Ivan's solution](#)

531.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Volkov_Ivan's solution](#)

532.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Volkov_Ivan's solution](#)

533.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Volkov_Ivan's solution](#)

534.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Volkov_Ivan's solution](#)

535.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Volkov_Ivan's solution](#)

536.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer,

dp, greedy

[Volkov Ivan's solution](#)

537.

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Volkov Ivan's solution](#)

538.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Volkov Ivan's solution](#)

539.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,529 global accepts · Rating: 2200 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Volkov Ivan's solution](#)

540.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[Volkov Ivan's solution](#)

541.

1305E

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

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

[Volkov Ivan's solution](#)

542.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[Volkov Ivan's solution](#)

543.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Volkov Ivan's solution](#)

544.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Volkov Ivan's solution](#)

545.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Volkov Ivan's solution](#)

546.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Volkov_Ivan's solution](#)

547.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[Volkov_Ivan's solution](#)

548.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Volkov_Ivan's solution](#)

549.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Volkov_Ivan's solution](#)

550.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-10-13 · last AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, shortest paths

[Volkov_Ivan's solution](#)

551.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[Volkov_Ivan's solution](#)

552.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, trees

[Volkov_Ivan's solution](#)

553.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[Volkov_Ivan's solution](#)

554.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

555.

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2023-07-30 · last AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Volkov_Ivan's solution](#)

556.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[Volkov_Ivan's solution](#)

557.

1548D1

[Gregor and the Odd Cows \(Easy\) · Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[Volkov_Ivan's solution](#)

558.

1534E

[Lost Array · Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Volkov_Ivan's solution](#)

559.

1528C

[Trees of Tranquility · Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Volkov_Ivan's solution](#)

560.

1408F

[Two Different · Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Volkov_Ivan's solution](#)

561.

1404C

[Fixed Point Removal · Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Volkov_Ivan's solution](#)

562.

1396C

[Monster Invaders · Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Volkov_Ivan's solution](#)

563.

1394B

[Boboniu Walks on Graph · Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · last AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Volkov_Ivan's solution](#)

564.

1250G

[Discarding Game · Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Volkov_Ivan's solution](#)

565.

1250E

[The Coronation · Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Volkov_Ivan's solution](#)

566.

1322C

[Instant Noodles · Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · last AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[Volkov_Ivan's solution](#)

567.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[Volkov Ivan's solution](#)

568.

1254C

[Point Ordering](#) · [Tutorial](#)

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

[Volkov Ivan's solution](#)

569.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Volkov Ivan's solution](#)

570.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Volkov Ivan's solution](#)

571.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Volkov Ivan's solution](#)

572.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Volkov Ivan's solution](#)

573.

1086C

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

Rating: 2300 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Volkov Ivan's solution](#)

574.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Volkov Ivan's solution](#)

575.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-05-29 · GNU C++11 (first AC) · Tags: geometry, implementation, math, sortings

[Volkov Ivan's solution](#)

576.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Volkov Ivan's solution](#)

577.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

578.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

579.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Volkov_Ivan's solution](#)

580.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Volkov_Ivan's solution](#)

581.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Volkov_Ivan's solution](#)

582.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Volkov_Ivan's solution](#)

583.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Volkov_Ivan's solution](#)

584.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Volkov_Ivan's solution](#)

585.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Volkov_Ivan's solution](#)

586.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Volkov_Ivan's solution](#)

587.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Volkov Ivan's solution](#)

588.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Volkov Ivan's solution](#)

589.

1290C

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

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Volkov Ivan's solution](#)

590.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · last AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[Volkov Ivan's solution](#)

591.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[Volkov Ivan's solution](#)

592.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[Volkov Ivan's solution](#)

593.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2018-12-15 · last AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Volkov Ivan's solution](#)

594.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Volkov Ivan's solution](#)

595.

1906L

[Palindromic Parentheses](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Volkov Ivan's solution](#)

596.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Volkov Ivan's solution](#)

597.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs,

shortest paths

[Volkov_Ivan's solution](#)

598.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Volkov_Ivan's solution](#)

599.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Volkov_Ivan's solution](#)

600.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Volkov_Ivan's solution](#)

601.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Volkov_Ivan's solution](#)

602.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Volkov_Ivan's solution](#)

603.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Volkov_Ivan's solution](#)

604.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Volkov_Ivan's solution](#)

605.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Volkov_Ivan's solution](#)

606.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[Volkov_Ivan's solution](#)

607.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Volkov Ivan's solution](#)

608.

1305F

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

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

[Volkov Ivan's solution](#)

609.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Volkov Ivan's solution](#)

610.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: meet-in-the-middle

[Volkov Ivan's solution](#)

611.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[Volkov Ivan's solution](#)

612.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Volkov Ivan's solution](#)

613.

1466G

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

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Volkov Ivan's solution](#)

614.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Volkov Ivan's solution](#)

615.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[Volkov Ivan's solution](#)

616.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Volkov Ivan's solution](#)

617.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-25 · last AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[Volkov_Ivan's solution](#)

618.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[Volkov_Ivan's solution](#)

619.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[Volkov_Ivan's solution](#)

620.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Volkov_Ivan's solution](#)

621.

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[Volkov_Ivan's solution](#)

622.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Volkov_Ivan's solution](#)

623.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[Volkov_Ivan's solution](#)

624.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Volkov_Ivan's solution](#)

625.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2020-08-01 · last AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Volkov_Ivan's solution](#)

626.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[Volkov_Ivan's solution](#)

627.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-21 · last AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Volkov_Ivan's solution](#)

628.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Volkov_Ivan's solution](#)

629.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[Volkov_Ivan's solution](#)

630.

1423E

[5G Antenna Towers](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 2700 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Volkov_Ivan's solution](#)

631.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Volkov_Ivan's solution](#)

632.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, sortings

[Volkov_Ivan's solution](#)

633.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games

[Volkov_Ivan's solution](#)

634.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Volkov_Ivan's solution](#)

635.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Volkov_Ivan's solution](#)

636.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Volkov_Ivan's solution](#)

637.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[Volkov Ivan's solution](#)

638.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Volkov Ivan's solution](#)

639.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Volkov Ivan's solution](#)

640.

1906D

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

Quality: 169 global accepts · Rating: 2800 · first AC: 2024-02-04 · last AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[Volkov Ivan's solution](#)

641.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Volkov Ivan's solution](#)

642.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Volkov Ivan's solution](#)

643.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees

[Volkov Ivan's solution](#)

644.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Volkov Ivan's solution](#)

645.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[Volkov Ivan's solution](#)

646.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 2800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, string suffix structures

[Volkov Ivan's solution](#)

647.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-05-28 · last AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[Volkov Ivan's solution](#)

648.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[Volkov Ivan's solution](#)

649.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2018-12-07 · last AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, string suffix structures

[Volkov Ivan's solution](#)

650.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Volkov Ivan's solution](#)

651.

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Volkov Ivan's solution](#)

652.

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Volkov Ivan's solution](#)

653.

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov Ivan's solution](#)

654.

105053F

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

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov Ivan's solution](#)

655.

105053I

[Insects, Mathematics, Accuracy, and Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Volkov Ivan's solution](#)

656.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Volkov Ivan's solution](#)

657.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[Volkov_Ivan's solution](#)

658.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[Volkov_Ivan's solution](#)

659.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[Volkov_Ivan's solution](#)

660.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[Volkov_Ivan's solution](#)

661.

104871A

[Attendance](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Volkov_Ivan's solution](#)

662.

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Volkov_Ivan's solution](#)

663.

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Volkov_Ivan's solution](#)

664.

104871I

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

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Volkov_Ivan's solution](#)

665.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Volkov_Ivan's solution](#)

666.

104871G

[Going to the Moon](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Volkov_Ivan's solution](#)

667.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Volkov_Ivan's solution](#)

668.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

669.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

670.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

671.

102482G

[Panda Preserve](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

672.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

673.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

674.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

675.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · PyPy 3-64 (first AC) · Tags: —

[Volkov_Ivan's solution](#)

676.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

677.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

678.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

679.

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

680.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

681.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

682.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

683.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

684.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

685.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

686.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

687.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

688.

101471A

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

Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

689.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

690.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

691.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

692.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

693.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

694.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

695.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

696.

104345F

[Making Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

697.

104345J

[Squirrel Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

698.

104345D

[Building Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

699.

104345H

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

Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

700.

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

701.

104891G

[Parity Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

702.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

703.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

704.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

705.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

706.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

707.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

708.

104172J

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

709.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

710.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

711.

104172L

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

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

712.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

713.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

714.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

715.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

716.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

717.

104197B

[Binary Arrays and Sliding Sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

718.

104197G

[Graph Problem With Small \\$\\$\\$](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

719.

104197J

[Jewel of Data Structure Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

720.

104197F

[F*** 3-Colorable Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

721.

104197I

[Increasing Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

722.

104197K

[King of Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

723.

104197D

[Distance Parities](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

724.

104197E

[Excellent XOR Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

725.

104197A

[Adjacent Product Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

726.

104270B

[Kawa Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

727.

104270I

[Soldier Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · last AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

728.

104270L

[Sub-cycle Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

729.

104270D

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

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

730.

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

731.

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

732.

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

733.

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

734.

104270M

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

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

735.

104427D

[Lonely King](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · last AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

736.

104427E

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

737.

104427I

[Visiting Friend](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

738.

104427B

[Lawyers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

739.

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

740.

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

741.

104427G

[Make Everything White](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

742.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

743.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

744.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

745.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

746.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

747.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

748.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

749.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

750.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

751.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

752.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

753.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

754.

104064I

[IXth Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

755.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

756.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

757.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

758.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

759.

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

760.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

761.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

762.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

763.

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

764.

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

765.

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

766.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

767.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

768.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

769.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

770.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

771.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

772.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

773.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · last AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

774.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

775.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

776.

103427L

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

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

777.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

778.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

779.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

780.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

781.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

782.

1531E1

[B >D B C,, @ C ä 2 C a 0 D ; C,, O C Ô 8 C T <](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Volkov_Ivan's solution](#)

783.

1531A

[A t 8 C Ô 3 C T @ i q l c o l o r](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Volkov_Ivan's solution](#)

784.

1531B1

[A Ä » C Ô 8 D \\$ » D 8 C Ô 3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Volkov_Ivan's solution](#)

785.

1531B2

[A Ä » C Ô 8 D \\$ » D 8 C Ô 3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Volkov_Ivan's solution](#)

786.

1531C

[B 5 C D 0 C # B C @ D 4 5 C Â C,, = C 4 5 D Â 6 ö Æ ÷](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dp

[Volkov_Ivan's solution](#)

787.

1531D

[B 5 C D 0 C # B C @ D 4 5 C Â C,, = C 4 5 D Â 6 ö Æ ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Volkov_Ivan's solution](#)

788.

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

789.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

790.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

791.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

792.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

793.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

794.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

795.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

796.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

797.

102441D

[Lis on Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

798.

102441I

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

799.

102441F

[Random XOR](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

800.

102441A

[Template for Search](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

801.

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

802.

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

803.

102155I

[\$\\$leq\\$\$ or \$\\$geq\\$\$](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-04 · last AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

804.

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

805.

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

806.

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

807.

102155G

[Piecewise Linearity](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

808.

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

809.

101741F

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

810.

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

811.

101741J

[Subsequence Sum Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

812.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

813.

101741K

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

Rating: — · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

814.

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

815.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

816.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · GNU C++11 (first AC) · Tags: —

[Volkov_Ivan's solution](#)

817.

101630A

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

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

818.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · GNU C++11 (first AC) · Tags: —

[Volkov_Ivan's solution](#)

819.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

820.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

821.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · last AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

822.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: —

[Volkov_Ivan's solution](#)

823.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: —

[Volkov_Ivan's solution](#)

824.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

825.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

826.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

827.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

828.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

829.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

830.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

831.

100459B

[Science](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

832.

100459F

[Weird Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

833.

100459E

[Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

834.

100459C

[Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

835.

100459A

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

836.

101698E

[B > D B C, @ C ä 2 C ð 0 C ä G C T @ C T 4 D ð < C €](#)

Rating: — · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

837.

101698D

[A C 5 D r B C ä 2 C ä 5 C ä B C ô @ C 2 C 5 C Ô 8 C P](#)

Rating: — · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

838.

101698C

[A 10 C 4 @ C = C ô 0 D ? C ä @ D](#)

Rating: — · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

839.

101698B

[A 7 @ C = C, F C](#)

Rating: — · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

840.

101698A

[B 4 C 2 C T @ D 0 C 1 C Ô 0 D ð @ C ä 7 C T B C ð 0](#)

Rating: — · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

841.

100467E

[Zombies, zombies, zombies...](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-10 · last AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

842.

100467C

[The City Day](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

843.

100467B

[Boolean equation system](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-10 · Python 3 (first AC) · Tags: —

[Volkov_Ivan's solution](#)

844.

100467A

[A Numbers Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

845.

1319E

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

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Volkov_Ivan's solution](#)

846.

1319D

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

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Volkov_Ivan's solution](#)

847.

1319C

[Remove Adjacent](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Volkov_Ivan's solution](#)

848.

1319B

[Journey Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[Volkov_Ivan's solution](#)

849.

1319A

[Contest for Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Volkov_Ivan's solution](#)

850.

100988E

[A0D15C@CäHC,,2C#0](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

851.

100988C

[ContestCalendar](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

852.

100988D

[A0D15C@CäHC,,2C#0](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

853.

100988F

[A0D15C@CäHC,,2C#0](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

854.

100988A

[A0D15C@CäHC,,2C#0](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

855.

100988B

[A0D15C@CäHC,,2C#0](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

856.

101723D

[A ;D46CD0C08Dò 2 C >C`LD,,>CÂ 3Cä@Cä4CP](#)

Rating: — · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

857.

101723C

[AÔ50D0C`QC#8CR AD\\$@Cä:C€](#)

Rating: — · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

858.

101723B

[A\\$;Cä6GT=CÔKCR :Cä@Cä1C#8 D :Cä=DD5D\\$0CÄ8](#)

Rating: — · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

859.

101723A

[A@CäACÄ>D\\$@ D 5D 8C ;Cä2](#)

Rating: — · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

860.

101315A

[AäBD\\$5Cô5C`L](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

861.

101315B

[B\\$5Cô5D>CÔ=D`5 CÔ>CÄ5D 0](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

862.

101315C

[AÔUCô8DDBC E Dt5D 5Cr ?D >Cô0D BDÀ](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

863.

101315D

[A`5C00C`LCÔ0Dò ACTBDÀ](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

864.

102458C

[Daniel's game](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-30 · last AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

865.

102458A

[Daniel and Perpendophobia](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-30 · last AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

866.

100188J

[B GQAD\\$;C,,2D`5 C 8C`5D\\$K C" 1D44D4ICT<](#)

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

867.

100188F

[@ 60qjaC, =CT9D >D 5D\\$8](#)

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

868.

100188D

[@ 60qjaC "C,,1CTBCP](#)

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

869.

100188C

[B_00Á0Dò ?D >D BC O Ct0CD0Dt0](#)

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

870.

100188K

[AD20RrAD\\$@Cä:C€](#)

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

871.

100188G

[B_>D BC,,@Cä2C#0](#)

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

872.

100188L

[A6>D1BC, >CD8CÔ0C#>C\\$KCR AD\\$@Cä:C€](#)

Rating: — · first AC: 2019-12-23 · GNU C++11 (first AC) · Tags: —

[Volkov_Ivan's solution](#)

873.

100188E

[@ 60qjaC " BD4<C =CP](#)

Rating: — · first AC: 2019-12-23 · GNU C++11 (first AC) · Tags: —

[Volkov_Ivan's solution](#)

874.

100188B

[AÄ0D,r2C#>D 7C,,=CR](#)

Rating: — · first AC: 2019-12-23 · GNU C++11 (first AC) · Tags: —

[Volkov_Ivan's solution](#)

875.

100188H

[10102 · Tutorial](#)

Rating: — · first AC: 2019-12-23 · GNU C++11 (first AC) · Tags: —

[Volkov_Ivan's solution](#)

876.

100188I

[KITNAMORIROMANTIK · Tutorial](#)

Rating: — · first AC: 2019-12-23 · GNU C++11 (first AC) · Tags: —

[Volkov_Ivan's solution](#)

877.

100188A

[A\\$5D>DôBCÔ>D BDÂ 2D`8C4@D`HC](#)

Rating: — · first AC: 2019-12-23 · GNU C++11 (first AC) · Tags: —

[Volkov_Ivan's solution](#)

878.

1275E1

[A<CÔBD >C'LCÔ0Dò AD4<CÄ0](#)

Quality: 265 global accepts · Rating: — · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Volkov_Ivan's solution](#)

879.

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Volkov_Ivan's solution](#)

880.

1275C

[#define At0CD0D0eB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Volkov_Ivan's solution](#)

881.

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Volkov_Ivan's solution](#)

882.

1275A

[B 7DKD\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Volkov_Ivan's solution](#)

883.

102215G

[Akinator](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

884.

102215D

[Country Division](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

885.

102215M

[Shlakoblock is live!](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

886.

102215H

[Missing Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

887.

102215F

[Friendly Fire](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

888.

102215K

[Deck Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

889.

102215I

[Painting a Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

890.

102215C

[Jumps on a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

891.

102215E

[Third-Party Software - 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

892.

102215J

[The Power of the Dark Side - 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

893.

102215L

[Inscribed Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

894.

102215B

[Rearrange Columns](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

895.

102215A

[Rooms and Passages](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

896.

102386J

[A=0&D=8](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

897.

102386F

[A=0&C](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

898.

102386K

[A=0;D=8 A=0;D>C](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

899.

102386H

[B=0;C=0;D=0](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

900.

102386G

[B4@C;DÄAC#8CR 1C`8CÔGC,,;C€](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

901.

102386I

[Aö5DIACT0CÔBCä2C#0](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

902.

102386D

[A_@D\\$5CÂ 2 C @CÄ8C€](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

903.

102386B

[B\\$00r=C,,@ B4@BD#](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

904.

102386C

[AÖ0C#4C, >D\\$;C,,GC,,O](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

905.

102386E

[AäB0r=Cd5CÔ=D`5 Cä?CT@C FC,,8](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

906.

102386A

[B BD=C,,BCT;DÄAD\\$2Câ 1C HCÔ8](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

907.

100971J

[Robots at Warehouse · Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

908.

100971H

[Pavel's Party · Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

909.

100971M

[Decomposition into Good Strings · Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

910.

100971I

[Deadline · Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

911.

100971A

[Treasure Island](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

912.

100971L

[Chess Match](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

913.

100971K

[Palindromization](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

914.

100971G

[Repair](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

915.

100971F

[Two Points](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

916.

100971D

[Laying Cables](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

917.

100971B

[Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

918.

100971C

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

919.

101270D

[BTC0D\\$K](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

920.

101270F

[B\\$D1d 9 D 0D GCTB](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

921.

101270G

[A000r1d ?C @Cä;CT9](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

922.

101270I

[A 5D BCÔ8DdK](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

923.

101270J

[Aä@Cä?D4ICT=CÔKC' 2D`7Cä2](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

924.

101270B

[Aä@Cä?D4ICT=CÔKC' 2D`7Cä2](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

925.

101270E

[B,0D,K](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

926.

101270K

[Aä@Cä?D4ICT=CÔKC' 2D`7Cä2](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

927.

101270A

[AD50A AD\\$2C,,BCT;DÄ=Cä 2C 6CÔKCR 2CTIC€](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

928.

101270L

[Aä@Cä?D4ICT=CÔKC' 2D`7Cä2](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

929.

101270H

[Aä@Cä?D4ICT=CÔKC' 2D`7Cä2](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Volkov_Ivan's solution](#)

930.

1145A

[Thanos Sort · Tutorial](#)

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