

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

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Unique solved — Zlobober

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

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

Filters: [none](#)

Count: 529

1.

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, sortings

[Zlobober's solution](#)

2.

750A

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

Quality: 92,544 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, math

[Zlobober's solution](#)

3.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation

[Zlobober's solution](#)

4.

268A

[Games](#) · [Tutorial](#)

Quality: 104,192 global accepts · Rating: 800 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: brute force

[Zlobober's solution](#)

5.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,403 global accepts · Rating: 800 · first AC: 2012-03-03 · GNU C++0x (first AC) · Tags: *special, implementation

[Zlobober's solution](#)

6.

71A

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

Quality: 503,143 global accepts · Rating: 800 · first AC: 2011-03-29 · GNU C++ (first AC) · Tags: strings

[Zlobober's solution](#)

7.

61A

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

Quality: 136,192 global accepts · Rating: 800 · first AC: 2011-02-22 · GNU C++ (first AC) · Tags: implementation

[Zlobober's solution](#)

8.

47A

[Triangular numbers](#) · [Tutorial](#)

Quality: 18,172 global accepts · Rating: 800 · first AC: 2010-12-07 · GNU C++ (first AC) · Tags: brute force, math

[Zlobober's solution](#)

9.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,934 global accepts · Rating: 800 · first AC: 2010-12-05 · GNU C++ (first AC) · Tags: brute force, implementation

[Zlobober's solution](#)

10.

38A

[Army](#) · [Tutorial](#)

Quality: 26,480 global accepts · Rating: 800 · first AC: 2010-10-30 · GNU C++ (first AC) · Tags: implementation

[Zlobober's solution](#)

11.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: implementation, math

[Zlobober's solution](#)

12.

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[Zlobober's solution](#)

13.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,040 global accepts · Rating: 900 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: strings

[Zlobober's solution](#)

14.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,421 global accepts · Rating: 900 · first AC: 2011-02-28 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[Zlobober's solution](#)

15.

48A

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

Quality: 7,291 global accepts · Rating: 900 · first AC: 2010-12-12 · GNU C++ (first AC) · Tags: implementation, schedules

[Zlobober's solution](#)

16.

757A

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

Quality: 11,819 global accepts · Rating: 1000 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: implementation

[Zlobober's solution](#)

17.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation

[Zlobober's solution](#)

18.

724A

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

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

[Zlobober's solution](#)

19.

641A

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

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

[Zlobober's solution](#)

20.

644A

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

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

[Zlobober's solution](#)

21.

637A

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

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

implementation

[Zlobober's solution](#)

22.

626A

[Robot Sequence](#) · [Tutorial](#)

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

[Zlobober's solution](#)

23.

452A

[Eevee](#) · [Tutorial](#)

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

[Zlobober's solution](#)

24.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,260 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++0x (first AC) · Tags: implementation

[Zlobober's solution](#)

25.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,158 global accepts · Rating: 1000 · first AC: 2013-08-07 · GNU C++ (first AC) · Tags: math

[Zlobober's solution](#)

26.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,782 global accepts · Rating: 1000 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: implementation, math

[Zlobober's solution](#)

27.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1000 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Zlobober's solution](#)

28.

109A

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

Quality: 19,821 global accepts · Rating: 1000 · first AC: 2011-08-29 · MS C++ (first AC) · Tags: brute force, implementation

[Zlobober's solution](#)

29.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2011-08-19 · GNU C++ (first AC) · Tags: brute force, implementation

[Zlobober's solution](#)

30.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Zlobober's solution](#)

31.

618B

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

Quality: 8,323 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[Zlobober's solution](#)

32.

258A

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

Quality: 26,505 global accepts · Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: greedy, math

[Zloober's solution](#)

33.

196A

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

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2012-06-12 · GNU C++0x (first AC) · Tags: greedy, strings

[Zloober's solution](#)

34.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,800 global accepts · Rating: 1100 · first AC: 2012-03-04 · GNU C++0x (first AC) · Tags: *special, greedy, implementation

[Zloober's solution](#)

35.

120C

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

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: implementation, math

[Zloober's solution](#)

36.

120B

[Quiz League](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: implementation

[Zloober's solution](#)

37.

103A

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

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

[Zloober's solution](#)

38.

82A

[Double Cola](#) · [Tutorial](#)

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

[Zloober's solution](#)

39.

68A

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

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2011-03-18 · GNU C++ (first AC) · Tags: implementation, number theory

[Zloober's solution](#)

40.

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2010-12-05 · GNU C++ (first AC) · Tags: implementation

[Zloober's solution](#)

41.

769B

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

Quality: 3,442 global accepts · Rating: 1200 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: *special, greedy, two pointers

[Zloober's solution](#)

42.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation, math

[Zloober's solution](#)

43.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings

[Zloober's solution](#)

44.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Zloober's solution](#)

45.

639A

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

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

[Zloober's solution](#)

46.

645B

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

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math

[Zloober's solution](#)

47.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Zloober's solution](#)

48.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,834 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[Zloober's solution](#)

49.

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: greedy, sortings

[Zloober's solution](#)

50.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation

[Zloober's solution](#)

51.

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,048 global accepts · Rating: 1200 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: implementation

[Zloober's solution](#)

52.

145A

[Lucky Conversion](#) · [Tutorial](#)

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

[Zloober's solution](#)

53.

101A

[Homework](#) · [Tutorial](#)

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

[Zloober's solution](#)

- 54.**
63B
[Settlers' Training](#) · [Tutorial](#)
Quality: 5,211 global accepts · Rating: 1200 · first AC: 2011-02-28 · GNU C++ (first AC) · Tags: implementation
[Zloober's solution](#)
- 55.**
48B
[Land Lot](#) · [Tutorial](#)
Quality: 3,042 global accepts · Rating: 1200 · first AC: 2010-12-12 · GNU C++ (first AC) · Tags: brute force, implementation
[Zloober's solution](#)
- 56.**
47B
[Coins](#) · [Tutorial](#)
Quality: 16,076 global accepts · Rating: 1200 · first AC: 2010-12-07 · GNU C++ (first AC) · Tags: implementation
[Zloober's solution](#)
- 57.**
38B
[Chess](#) · [Tutorial](#)
Quality: 4,031 global accepts · Rating: 1200 · first AC: 2010-10-30 · GNU C++ (first AC) · Tags: brute force, implementation, math
[Zloober's solution](#)
- 58.**
750B
[New Year and North Pole](#) · [Tutorial](#)
Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: geometry, implementation
[Zloober's solution](#)
- 59.**
722A
[Broken Clock](#) · [Tutorial](#)
Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation
[Zloober's solution](#)
- 60.**
653B
[Bear and Compressing](#) · [Tutorial](#)
Quality: 5,333 global accepts · Rating: 1300 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings
[Zloober's solution](#)
- 61.**
633B
[A Trivial Problem](#) · [Tutorial](#)
Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory
[Zloober's solution](#)
- 62.**
626B
[Cards](#) · [Tutorial](#)
Quality: 6,920 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math
[Zloober's solution](#)
- 63.**
173A
[Rock-Paper-Scissors](#) · [Tutorial](#)
Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: implementation, math
[Zloober's solution](#)
- 64.**
161A
[Dress'em in Vests!](#) · [Tutorial](#)
Quality: 5,473 global accepts · Rating: 1300 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers
[Zloober's solution](#)

65.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-04 · GNU C++0x (first AC) · Tags: *special, brute force, number theory

[Zloober's solution](#)

66.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,023 global accepts · Rating: 1300 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Zloober's solution](#)

67.

83A

[Magical Array](#) · [Tutorial](#)

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

[Zloober's solution](#)

68.

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,272 global accepts · Rating: 1300 · first AC: 2011-03-29 · GNU C++ (first AC) · Tags: implementation, math

[Zloober's solution](#)

69.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: math

[Zloober's solution](#)

70.

62A

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

Quality: 3,772 global accepts · Rating: 1300 · first AC: 2011-02-25 · GNU C++ (first AC) · Tags: greedy, math

[Zloober's solution](#)

71.

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2011-02-22 · GNU C++ (first AC) · Tags: strings

[Zloober's solution](#)

72.

64A

[Factorial](#) · [Tutorial](#)

Quality: 4,247 global accepts · Rating: 1300 · first AC: 2011-02-21 · Tcl (first AC) · Tags: *special, implementation

[Zloober's solution](#)

73.

60A

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

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

[Zloober's solution](#)

74.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 1300 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation

[Zloober's solution](#)

75.

51A

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

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

[Zloober's solution](#)

76.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,424 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Zloober's solution](#)

77.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[Zloober's solution](#)

78.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[Zloober's solution](#)

79.

641B

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

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[Zloober's solution](#)

80.

637C

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

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

[Zloober's solution](#)

81.

335A

[Banana](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1400 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, greedy

[Zloober's solution](#)

82.

436B

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

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

[Zloober's solution](#)

83.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,173 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[Zloober's solution](#)

84.

388A

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

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

[Zloober's solution](#)

85.

379C

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

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++0x (first AC) · Tags: greedy, sortings

[Zloober's solution](#)

86.

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2013-03-23 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Zloober's solution](#)

87.

277A

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

Quality: 21,575 global accepts · Rating: 1400 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[Zloober's solution](#)

88.

261A

[Maxim and Discounts](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 1400 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: greedy, sortings

[Zloober's solution](#)

89.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,592 global accepts · Rating: 1400 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: games, math, number theory

[Zloober's solution](#)

90.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: games, math

[Zloober's solution](#)

91.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: dp, greedy, trees

[Zloober's solution](#)

92.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: brute force

[Zloober's solution](#)

93.

111A

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

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2011-09-03 · GNU C++ (first AC) · Tags: greedy

[Zloober's solution](#)

94.

107A

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

Quality: 5,906 global accepts · Rating: 1400 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Zloober's solution](#)

95.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,310 global accepts · Rating: 1400 · first AC: 2011-02-19 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[Zloober's solution](#)

96.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,561 global accepts · Rating: 1400 · first AC: 2010-10-30 · GNU C++ (first AC) · Tags: brute force

[Zloober's solution](#)

97.

771B

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

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Zloober's solution](#)

98.

771A

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

Quality: 17,730 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Zloober's solution](#)

99.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Zloober's solution](#)

100.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Zloober's solution](#)

101.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[Zloober's solution](#)

102.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: implementation

[Zloober's solution](#)

103.

436A

[Feed with Candy](#) · [Tutorial](#)

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

[Zloober's solution](#)

104.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[Zloober's solution](#)

105.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: data structures, implementation

[Zloober's solution](#)

106.

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 1500 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: data structures, dsu

[Zloober's solution](#)

107.

354A

[Vasya and Robot](#) · [Tutorial](#)

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

[Zloober's solution](#)

108.

341B

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

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

[Zloober's solution](#)

109.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Zloober's solution](#)

110.

256A

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

Rating: 1500 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: binary search, dp, two pointers

[Zloober's solution](#)

111.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2012-10-01 · GNU C++0x (first AC) · Tags: brute force, two pointers

[Zloober's solution](#)

112.

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp

[Zloober's solution](#)

113.

204B

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

Quality: 5,907 global accepts · Rating: 1500 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: binary search, data structures

[Zloober's solution](#)

114.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1500 · first AC: 2012-05-27 · GNU C++0x (first AC) · Tags: dp

[Zloober's solution](#)

115.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,652 global accepts · Rating: 1500 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[Zloober's solution](#)

116.

64B

[Expression](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 1500 · first AC: 2011-02-21 · Tcl (first AC) · Tags: *special, expression parsing

[Zloober's solution](#)

117.

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2010-12-12 · GNU C++ (first AC) · Tags: greedy

[Zloober's solution](#)

118.

793B

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

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Zloober's solution](#)

119.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[Zloober's solution](#)

120.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[Zlobober's solution](#)

121.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu

[Zlobober's solution](#)

122.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Zlobober's solution](#)

123.

643B

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

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Zlobober's solution](#)

124.

639B

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

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[Zlobober's solution](#)

125.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers

[Zlobober's solution](#)

126.

637D

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

Quality: 2,125 global accepts · Rating: 1600 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, data structures, dp, greedy

[Zlobober's solution](#)

127.

626C

[Block Towers](#) · [Tutorial](#)

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

[Zlobober's solution](#)

128.

603A

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

Quality: 8,251 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, math

[Zlobober's solution](#)

129.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: brute force, geometry, implementation, math

[Zlobober's solution](#)

130.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1600 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, greedy

[Zlobober's solution](#)

131.

380A

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

Quality: 2,909 global accepts · Rating: 1600 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: binary search, brute force

[Zlobober's solution](#)

132.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++0x (first AC) · Tags: dfs and similar

[Zlobober's solution](#)

133.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: data structures, dp, implementation, sortings

[Zlobober's solution](#)

134.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: math, number theory

[Zlobober's solution](#)

135.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1600 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: binary search, math, sortings

[Zlobober's solution](#)

136.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,349 global accepts · Rating: 1600 · first AC: 2013-09-20 · GNU C++0x (first AC) · Tags: games, math, number theory

[Zlobober's solution](#)

137.

343B

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

Quality: 17,279 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[Zlobober's solution](#)

138.

343A

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

Quality: 10,081 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: math, number theory

[Zlobober's solution](#)

139.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: math

[Zlobober's solution](#)

140.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: greedy, math, number theory

[Zlobober's solution](#)

141.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,312 global accepts · Rating: 1600 · first AC: 2013-08-07 · GNU C++ (first AC) · Tags: implementation, math

[Zlobober's solution](#)

142.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,024 global accepts · Rating: 1600 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: combinatorics, math

[Zloober's solution](#)

143.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: brute force

[Zloober's solution](#)

144.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Zloober's solution](#)

145.

269A

[Magical Boxes](#) · [Tutorial](#)

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

[Zloober's solution](#)

146.

240A

[Cinema](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-20 · GNU C++ (first AC) · Tags: implementation

[Zloober's solution](#)

147.

240C

[Practice](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Zloober's solution](#)

148.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2012-02-29 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, implementation

[Zloober's solution](#)

149.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,314 global accepts · Rating: 1600 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Zloober's solution](#)

150.

142A

[Help Farmer](#) · [Tutorial](#)

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

[Zloober's solution](#)

151.

138A

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

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

[Zloober's solution](#)

152.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,272 global accepts · Rating: 1600 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[Zloober's solution](#)

153.

73A

[The Elder Trolls IV: Oblivon](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 1600 · first AC: 2011-04-10 · GNU C++ (first AC) · Tags: greedy, math

[Zlobober's solution](#)

154.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,327 global accepts · Rating: 1600 · first AC: 2011-03-29 · GNU C++ (first AC) · Tags: dp, math, number theory

[Zlobober's solution](#)

155.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2011-03-18 · GNU C++ (first AC) · Tags: binary search

[Zlobober's solution](#)

156.

64C

[Table](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 1600 · first AC: 2011-02-21 · Tcl (first AC) · Tags: *special, greedy, implementation, math

[Zlobober's solution](#)

157.

57B

[Martian Architecture](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: implementation

[Zlobober's solution](#)

158.

46C

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

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2010-12-05 · GNU C++ (first AC) · Tags: two pointers

[Zlobober's solution](#)

159.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, math

[Zlobober's solution](#)

160.

769D

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

Quality: 2,554 global accepts · Rating: 1700 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[Zlobober's solution](#)

161.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,024 global accepts · Rating: 1700 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths

[Zlobober's solution](#)

162.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: dp, implementation, math

[Zlobober's solution](#)

163.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,800 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[Zloober's solution](#)

164.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-25 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

[Zloober's solution](#)

165.

644B

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

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

[Zloober's solution](#)

166.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures

[Zloober's solution](#)

167.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: dp, math

[Zloober's solution](#)

168.

457A

[Golden System](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 1700 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: math, meet-in-the-middle

[Zloober's solution](#)

169.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[Zloober's solution](#)

170.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms

[Zloober's solution](#)

171.

269B

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

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

[Zloober's solution](#)

172.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2012-10-01 · GNU C++0x (first AC) · Tags: binary search, data structures, graphs, shortest paths

[Zloober's solution](#)

173.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 1700 · first AC: 2012-09-16 · GNU C++0x (first AC) · Tags: data structures, expression parsing, implementation

[Zloober's solution](#)

174.

191B

[Demonstration](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2012-05-27 · GNU C++0x (first AC) · Tags: greedy

[Zlobober's solution](#)

175.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, sortings

[Zlobober's solution](#)

176.

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2011-08-19 · GNU C++ (first AC) · Tags: brute force, implementation

[Zlobober's solution](#)

177.

105A

[Transmigration](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 1700 · first AC: 2011-08-13 · GNU C++ (first AC) · Tags: implementation

[Zlobober's solution](#)

178.

101B

[Buses](#) · [Tutorial](#)

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

[Zlobober's solution](#)

179.

63C

[Bulls and Cows](#) · [Tutorial](#)

Quality: 2,002 global accepts · Rating: 1700 · first AC: 2011-02-28 · GNU C++ (first AC) · Tags: brute force, implementation

[Zlobober's solution](#)

180.

51B

[bHTML Tables Analysis](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 1700 · first AC: 2010-12-28 · MS C++ (first AC) · Tags: expression parsing

[Zlobober's solution](#)

181.

823A

[High Load](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Zlobober's solution](#)

182.

772B

[Volatile Kite](#) · [Tutorial](#)

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

[Zlobober's solution](#)

183.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 4,989 global accepts · Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: binary search, math

[Zlobober's solution](#)

184.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: data structures, greedy

[Zlobober's solution](#)

185.

724C

[Ray Tracing](#) · [Tutorial](#)

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

[Zloober's solution](#)

186.

641C

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

Quality: 3,191 global accepts · Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Zloober's solution](#)

187.

645D

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

Quality: 3,338 global accepts · Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[Zloober's solution](#)

188.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[Zloober's solution](#)

189.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Zloober's solution](#)

190.

603B

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

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

[Zloober's solution](#)

191.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[Zloober's solution](#)

192.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,109 global accepts · Rating: 1800 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: greedy, math, probabilities

[Zloober's solution](#)

193.

436C

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

Quality: 2,886 global accepts · Rating: 1800 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: dsu, graphs, greedy, trees

[Zloober's solution](#)

194.

301A

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

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

[Zloober's solution](#)

195.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: data structures, implementation, two pointers

[Zlobober's solution](#)

196.

256B

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

Rating: 1800 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: binary search, brute force, math

[Zlobober's solution](#)

197.

240B

[Fence](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-10-20 · GNU C++ (first AC) · Tags: dp

[Zlobober's solution](#)

198.

220B

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

Quality: 12,881 global accepts · Rating: 1800 · first AC: 2012-08-31 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures

[Zlobober's solution](#)

199.

173B

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

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

[Zlobober's solution](#)

200.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1800 · first AC: 2012-03-11 · GNU C++0x (first AC) · Tags: dfs and similar, dp, trees

[Zlobober's solution](#)

201.

120G

[Boom](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 1800 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: implementation

[Zlobober's solution](#)

202.

120H

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

Quality: 1,590 global accepts · Rating: 1800 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: graph matchings

[Zlobober's solution](#)

203.

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: greedy

[Zlobober's solution](#)

204.

85B

[Embassy Queue](#) · [Tutorial](#)

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

[Zlobober's solution](#)

205.

83B

[Doctor](#) · [Tutorial](#)

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

[Zlobober's solution](#)

206.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2011-04-10 · GNU C++ (first AC) · Tags: dp

[Zlobober's solution](#)

207.

67B

[Restoration of the Permutation](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 1800 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: greedy

[Zlobober's solution](#)

208.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: dp, graphs, greedy, implementation

[Zlobober's solution](#)

209.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,637 global accepts · Rating: 1800 · first AC: 2011-02-22 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[Zlobober's solution](#)

210.

64E

[Prime Segment](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 1800 · first AC: 2011-02-21 · Tcl (first AC) · Tags: *special, brute force, math, number theory

[Zlobober's solution](#)

211.

64D

[Presents](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 1800 · first AC: 2011-02-21 · Tcl (first AC) · Tags: *special, greedy

[Zlobober's solution](#)

212.

48C

[The Race](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2010-12-12 · GNU C++ (first AC) · Tags: math

[Zlobober's solution](#)

213.

46D

[Parking Lot](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2010-12-05 · GNU C++ (first AC) · Tags: data structures, implementation

[Zlobober's solution](#)

214.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2010-10-30 · GNU C++ (first AC) · Tags: dp, sortings

[Zlobober's solution](#)

215.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, strings

[Zlobober's solution](#)

216.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[Zloober's solution](#)

217.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive

[Zloober's solution](#)

218.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[Zloober's solution](#)

219.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[Zloober's solution](#)

220.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Zloober's solution](#)

221.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 1900 · first AC: 2016-06-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[Zloober's solution](#)

222.

653C

[Bear and Up-Down](#) · [Tutorial](#)

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

[Zloober's solution](#)

223.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,375 global accepts · Rating: 1900 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[Zloober's solution](#)

224.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: constructive algorithms, dp

[Zloober's solution](#)

225.

452D

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

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

[Zloober's solution](#)

226.

388B

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

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

[Zloober's solution](#)

227.

377B

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

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-29 · GNU C++0x (first AC) · Tags: binary search, data structures, greedy, sortings

[Zlobober's solution](#)

228.

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: binary search, data structures

[Zlobober's solution](#)

229.

356B

[Xenia and Hamming](#) · [Tutorial](#)

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: implementation, math

[Zlobober's solution](#)

230.

343C

[Read Time](#) · [Tutorial](#)

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

[Zlobober's solution](#)

231.

319B

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

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: data structures, implementation

[Zlobober's solution](#)

232.

261B

[Maxim and Restaurant](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: dp, math, probabilities

[Zlobober's solution](#)

233.

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp

[Zlobober's solution](#)

234.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2012-09-16 · GNU C++0x (first AC) · Tags: combinatorics, math, number theory

[Zlobober's solution](#)

235.

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 1900 · first AC: 2012-07-23 · GNU C++0x (first AC) · Tags: dfs and similar, dp

[Zlobober's solution](#)

236.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,221 global accepts · Rating: 1900 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[Zlobober's solution](#)

237.

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2012-04-06 · GNU C++0x (first AC) · Tags: brute force, dp

[Zlobober's solution](#)

238.

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-04 · GNU C++0x (first AC) · Tags: *special, dp, sortings

[Zlobober's solution](#)

239.

138B

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

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

[Zlobober's solution](#)

240.

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: divide and conquer, geometry, sortings

[Zlobober's solution](#)

241.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2011-09-03 · GNU C++ (first AC) · Tags: binary search, data structures, number theory

[Zlobober's solution](#)

242.

109B

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

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

[Zlobober's solution](#)

243.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,118 global accepts · Rating: 1900 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: dp, dsu, trees

[Zlobober's solution](#)

244.

103C

[Russian Roulette](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 1900 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Zlobober's solution](#)

245.

67D

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

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[Zlobober's solution](#)

246.

63D

[Dividing Island](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 1900 · first AC: 2011-02-28 · GNU C++ (first AC) · Tags: constructive algorithms

[Zlobober's solution](#)

247.

57C

[Array](#) · [Tutorial](#)

Quality: 4,005 global accepts · Rating: 1900 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: combinatorics, math

[Zlobober's solution](#)

248.

46E

[Comb](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 1900 · first AC: 2010-12-05 · GNU C++ (first AC) · Tags: data structures, dp

[Zlobober's solution](#)

249.

38D

[Vasya the Architect](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 1900 · first AC: 2010-10-30 · GNU C++ (first AC) · Tags: implementation

[Zlobober's solution](#)

250.

773B

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

Quality: 1,216 global accepts · Rating: 2000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Zlobober's solution](#)

251.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[Zlobober's solution](#)

252.

641E

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures

[Zlobober's solution](#)

253.

662D

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

Quality: 1,715 global accepts · Rating: 2000 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Zlobober's solution](#)

254.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math

[Zlobober's solution](#)

255.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[Zlobober's solution](#)

256.

380C

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

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: data structures, schedules

[Zlobober's solution](#)

257.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2013-12-30 · GNU C++0x (first AC) · Tags: bitmasks, brute force, dp

[Zlobober's solution](#)

258.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: graphs, greedy, sortings

[Zlobober's solution](#)

259.

346B

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

Quality: 4,259 global accepts · Rating: 2000 · first AC: 2013-09-20 · GNU C++0x (first AC) · Tags: dp, strings

[Zlobober's solution](#)

260.

341C

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

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

[Zlobober's solution](#)

261.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[Zlobober's solution](#)

262.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: brute force, implementation

[Zlobober's solution](#)

263.

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: geometry

[Zlobober's solution](#)

264.

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[Zlobober's solution](#)

265.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp, math

[Zlobober's solution](#)

266.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: math, probabilities

[Zlobober's solution](#)

267.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,376 global accepts · Rating: 2000 · first AC: 2012-06-12 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[Zlobober's solution](#)

268.

156C

[Cipher](#) · [Tutorial](#)

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

[Zlobober's solution](#)

269.

101C

[Vectors](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: implementation, math

[Zlobober's solution](#)

270.

82D

[Two out of Three](#) · [Tutorial](#)

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

[Zloober's solution](#)

271.

63E

[Sweets Game](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2000 · first AC: 2011-02-28 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar, dp, games, implementation

[Zloober's solution](#)

272.

61C

[Capture Valerian](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2000 · first AC: 2011-02-22 · GNU C++ (first AC) · Tags: math

[Zloober's solution](#)

273.

64F

[Domain](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 2000 · first AC: 2011-02-21 · Tcl (first AC) · Tags: *special, expression parsing

[Zloober's solution](#)

274.

823B

[DNA Evolution](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-07-09 · GNU C++11 (first AC) · Tags: data structures, strings

[Zloober's solution](#)

275.

793D

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

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[Zloober's solution](#)

276.

771C

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

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Zloober's solution](#)

277.

644C

[Hostname Aliases](#) · [Tutorial](#)

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

[Zloober's solution](#)

278.

457C

[Elections](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 2100 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: brute force

[Zloober's solution](#)

279.

335C

[More Reclamation](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2100 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: games

[Zloober's solution](#)

280.

452C

[Magic Trick](#) · [Tutorial](#)

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

[Zloober's solution](#)

281.

414C

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

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer

[Zlobober's solution](#)

282.

354C

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

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

[Zlobober's solution](#)

283.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: dfs and similar, number theory, trees

[Zlobober's solution](#)

284.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 2100 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Zlobober's solution](#)

285.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2013-08-07 · GNU C++ (first AC) · Tags: geometry, math

[Zlobober's solution](#)

286.

321C

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

Quality: 9,390 global accepts · Rating: 2100 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Zlobober's solution](#)

287.

319C

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

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: dp, geometry

[Zlobober's solution](#)

288.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2013-03-23 · GNU C++ (first AC) · Tags: greedy, implementation

[Zlobober's solution](#)

289.

269C

[Flawed Flow](#) · [Tutorial](#)

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

[Zlobober's solution](#)

290.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2012-10-01 · GNU C++0x (first AC) · Tags: dp, greedy, two pointers

[Zlobober's solution](#)

291.

220C

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

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2012-08-31 · GNU C++0x (first AC) · Tags: data structures

[Zlobober's solution](#)

292.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2100 · first AC: 2012-07-23 · GNU C++0x (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Zloober's solution](#)

293.

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2011-09-03 · GNU C++ (first AC) · Tags: bitmasks, dp, dsu

[Zloober's solution](#)

294.

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2011-08-19 · GNU C++ (first AC) · Tags: geometry, ternary search

[Zloober's solution](#)

295.

773C

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

Quality: 996 global accepts · Rating: 2200 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Zloober's solution](#)

296.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Zloober's solution](#)

297.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[Zloober's solution](#)

298.

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,657 global accepts · Rating: 2200 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Zloober's solution](#)

299.

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[Zloober's solution](#)

300.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[Zloober's solution](#)

301.

645E

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

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Zloober's solution](#)

302.

618D

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

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Zloober's solution](#)

303.

603C

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: games, math

[Zlobober's solution](#)

304.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: data structures, implementation

[Zlobober's solution](#)

305.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2013-12-29 · GNU C++0x (first AC) · Tags: bitmasks, dp, games

[Zlobober's solution](#)

306.

354E

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

Quality: 911 global accepts · Rating: 2200 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Zlobober's solution](#)

307.

346C

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

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2013-09-20 · GNU C++0x (first AC) · Tags: greedy, math

[Zlobober's solution](#)

308.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2013-03-23 · GNU C++ (first AC) · Tags: implementation

[Zlobober's solution](#)

309.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2200 · first AC: 2012-06-12 · GNU C++0x (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[Zlobober's solution](#)

310.

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: data structures, math, probabilities

[Zlobober's solution](#)

311.

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2011-12-24 · GNU C++ (first AC) · Tags: binary search, data structures, probabilities, sortings

[Zlobober's solution](#)

312.

105C

[Item World](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2200 · first AC: 2011-08-13 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[Zlobober's solution](#)

313.

71D

[Solitaire](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2011-03-29 · GNU C++ (first AC) · Tags: brute force, implementation

[Zloober's solution](#)

314.

70C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2200 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: binary search, data structures, sortings, two pointers

[Zloober's solution](#)

315.

64G

[Path Canonization](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 2200 · first AC: 2011-02-21 · Tcl (first AC) · Tags: *special

[Zloober's solution](#)

316.

823C

[Bamboo Partition](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-07-09 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[Zloober's solution](#)

317.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: geometry, implementation, math, sortings

[Zloober's solution](#)

318.

772C

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

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

[Zloober's solution](#)

319.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: dp, sortings

[Zloober's solution](#)

320.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Zloober's solution](#)

321.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[Zloober's solution](#)

322.

414D

[Mashmikh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[Zloober's solution](#)

323.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,341 global accepts · Rating: 2300 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: dp

[Zloober's solution](#)

324.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: dp, games

[Zloober's solution](#)

325.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: brute force, dp

[Zloober's solution](#)

326.

111D

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

Quality: 901 global accepts · Rating: 2300 · first AC: 2011-09-03 · GNU C++ (first AC) · Tags: combinatorics, dp

[Zloober's solution](#)

327.

64H

[Table Bowling](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 2300 · first AC: 2011-02-21 · Tcl (first AC) · Tags: *special, sortings

[Zloober's solution](#)

328.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[Zloober's solution](#)

329.

695A

[LRU](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[Zloober's solution](#)

330.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation

[Zloober's solution](#)

331.

643C

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

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp

[Zloober's solution](#)

332.

641D

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

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: dp, implementation, math, probabilities

[Zloober's solution](#)

333.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: bitmasks, math, matrices, probabilities

[Zloober's solution](#)

334.

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, two pointers

[Zloober's solution](#)

335.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Zloober's solution](#)

336.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[Zloober's solution](#)

337.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[Zloober's solution](#)

338.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: dp

[Zloober's solution](#)

339.

335D

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

Quality: 350 global accepts · Rating: 2400 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: brute force, dp

[Zloober's solution](#)

340.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: data structures, dsu, string suffix structures, strings

[Zloober's solution](#)

341.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2400 · first AC: 2013-12-30 · GNU C++0x (first AC) · Tags: data structures, divide and conquer, trees

[Zloober's solution](#)

342.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2013-12-29 · GNU C++0x (first AC) · Tags: data structures

[Zloober's solution](#)

343.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[Zloober's solution](#)

344.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar

[Zloober's solution](#)

345.

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: games, implementation

[Zloober's solution](#)

346.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: data structures

[Zloober's solution](#)

347.

220E

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

Quality: 1,715 global accepts · Rating: 2400 · first AC: 2012-08-31 · GNU C++0x (first AC) · Tags: data structures, two pointers

[Zloober's solution](#)

348.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2400 · first AC: 2012-06-03 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, math, matrices

[Zloober's solution](#)

349.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Zloober's solution](#)

350.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, number theory

[Zloober's solution](#)

351.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[Zloober's solution](#)

352.

645F

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

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Zloober's solution](#)

353.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: data structures, geometry

[Zloober's solution](#)

354.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: binary search, implementation, sortings, two pointers

[Zloober's solution](#)

355.

379E

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

Quality: 379 global accepts · Rating: 2500 · first AC: 2013-12-30 · GNU C++0x (first AC) · Tags: geometry, schedules, sortings

[Zloober's solution](#)

356.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms

[Zloober's solution](#)

357.

220D

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

Quality: 314 global accepts · Rating: 2500 · first AC: 2012-08-31 · GNU C++0x (first AC) · Tags: geometry, math

[Zloober's solution](#)

358.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2012-02-29 · GNU C++0x (first AC) · Tags: combinatorics, graphs

[Zloober's solution](#)

359.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[Zloober's solution](#)

360.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Zloober's solution](#)

361.

695C

[Limak and Shooting Points](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: geometry, math

[Zloober's solution](#)

362.

695B

[Break Up](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: graphs

[Zloober's solution](#)

363.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2016-06-25 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[Zloober's solution](#)

364.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp

[Zloober's solution](#)

365.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[Zloober's solution](#)

366.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,385 global accepts · Rating: 2600 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Zloober's solution](#)

367.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: data structures, trees

[Zloober's solution](#)

368.

380E

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

Quality: 351 global accepts · Rating: 2600 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: data structures

[Zloober's solution](#)

369.

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: bitmasks, shortest paths

[Zloober's solution](#)

370.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2013-09-20 · GNU C++0x (first AC) · Tags: dp, graphs, shortest paths

[Zloober's solution](#)

371.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: data structures

[Zloober's solution](#)

372.

286D

[Tourists](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2600 · first AC: 2013-03-23 · GNU C++ (first AC) · Tags: data structures, sortings

[Zloober's solution](#)

373.

823D

[Rusty String](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-07-09 · GNU C++11 (first AC) · Tags: fft, math, strings

[Zloober's solution](#)

374.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Zloober's solution](#)

375.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, data structures

[Zloober's solution](#)

376.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees

[Zloober's solution](#)

377.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[Zloober's solution](#)

378.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: data structures, divide and conquer, hashing

[Zloober's solution](#)

379.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Zloober's solution](#)

380.

823E

[Singer House](#) · [Tutorial](#)

Rating: 2800 · first AC: 2017-07-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs

[Zloober's solution](#)

381.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[Zloober's solution](#)

382.

695D

[Cron](#) · [Tutorial](#)

Rating: 2800 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: —

[Zloober's solution](#)

383.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[Zloober's solution](#)

384.

335E

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

Quality: 241 global accepts · Rating: 2800 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: dp, math, probabilities

[Zloober's solution](#)

385.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[Zloober's solution](#)

386.

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities

[Zloober's solution](#)

387.

643D

[Bearish Fanpages](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2016-05-07 · last AC: 2016-05-07 · GNU C++11 (first AC) · Tags: —

[Zloober's solution](#)

388.

603D

[Ruminations on Ruminants](#) · [Tutorial](#)

Quality: 361 global accepts · Rating: 2900 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: geometry, math

[Zloober's solution](#)

389.

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: data structures, sortings

[Zlobober's solution](#)

390.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[Zlobober's solution](#)

391.

641F

[Little Artem and 2-SAT](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 3000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: —

[Zlobober's solution](#)

392.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2016-02-28 · last AC: 2016-02-28 · GNU C++11 (first AC) · Tags: two pointers

[Zlobober's solution](#)

393.

771F

[Bear and Isomorphic Points](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 3300 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, two pointers

[Zlobober's solution](#)

394.

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: data structures, geometry, trees

[Zlobober's solution](#)

395.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[Zlobober's solution](#)

396.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2017-01-12 · last AC: 2017-01-12 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, graphs, trees

[Zlobober's solution](#)

397.

100492A

[Average Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: —

[Zlobober's solution](#)

398.

100492E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: —

[Zlobober's solution](#)

399.

100492F

[Free of Squares](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: —

[Zlobober's solution](#)

400.

100492I

[In Touch](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: —

[Zlobober's solution](#)

401.

100492G

[Gas Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: —

[Zlobober's solution](#)

402.

100492B

[Binary Suffix Array](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: —

[Zlobober's solution](#)

403.

100492H

[Handsome Division](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: —

[Zlobober's solution](#)

404.

100239D

[B to C](#)

Rating: — · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: —

[Zlobober's solution](#)

405.

100239E

[A to C](#)

Rating: — · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: —

[Zlobober's solution](#)

406.

100239A

[B to C](#)

Rating: — · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: —

[Zlobober's solution](#)

407.

100239C

[A to C](#)

Rating: — · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: —

[Zlobober's solution](#)

408.

100239B

[A to C](#)

Rating: — · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: —

[Zlobober's solution](#)

409.

100993D

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

Rating: — · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: —

[Zlobober's solution](#)

410.

100993C

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

Rating: — · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: —

[Zlobober's solution](#)

411.

100993B

[Train in a Tunnel](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-09 · MS C++ (first AC) · Tags: —

[Zlobober's solution](#)

412.

100993A

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-09 · MS C++ (first AC) · Tags: —

[Zlobober's solution](#)

413.

100554K

[Known Notation](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-27 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

414.

100554B

[Building Fire Stations](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-27 · GNU C++0x (first AC) · Tags: —

[Zlobober's solution](#)

415.

100554D

[Domination](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-27 · GNU C++0x (first AC) · Tags: —

[Zlobober's solution](#)

416.

100554I

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

Rating: — · first AC: 2015-02-27 · GNU C++0x (first AC) · Tags: —

[Zlobober's solution](#)

417.

100554A

[Average Score](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-27 · GNU C++0x (first AC) · Tags: —

[Zlobober's solution](#)

418.

100484D

[Computer Dialogue](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-15 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

419.

100484C

[Expression](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-15 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

420.

100484J

[Hexagon Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-15 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

421.

100484I

[Random Route](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-15 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

422.

100484H

[Advertisement](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-15 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

423.

100484G

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-15 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

424.

100484E

[Lock Manager](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-15 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

425.

100484F

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-15 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

426.

100484L

[Cow Acrobats](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-14 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

427.

100484K

[Completion](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-14 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

428.

100484A

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-14 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

429.

100268B

[Seven Kingdoms](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

430.

100268J

[Chemicals Monitoring](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

431.

100268L

[Wi-fi Towers](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

432.

100268F

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

433.

100268H

[Tables](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

434.

100268D

[Digital Content Protection](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

435.

100268E

[Credit Card Payment](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

436.

100268I

[Flood-It](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

437.

100268A

[Fast Food Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

438.

100268G

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

Rating: — · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

439.

100268C

[Institute of Advanced Category Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

440.

100405G

[Grachten](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-10 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

441.

100345J

[Zen Garden](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-20 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

442.

100345D

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

Rating: — · first AC: 2014-03-20 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

443.

100345E

[New Mayors](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-20 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

444.

100345G

[Pulp Fiction](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-20 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

445.

100345H

[Settling the Universe Up](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-20 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

446.

100345I

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

Rating: — · first AC: 2014-03-20 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

447.

100345B

[Signed Derangements](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-20 · Python 3 (first AC) · Tags: —

[Zlobober's solution](#)

448.

100345F

[Sqrt Nim](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-20 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

449.

100254L

[Rolling Cube](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

450.

100254E

[Warfare](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

451.

100254J

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

452.

100254K

[Keks](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

453.

100254H

[Diamond Dealer](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

454.

100254I

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

455.

100248D

[Floors](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

456.

100248I

[DNA](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

457.

100248F

[Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

458.

100248C

[Hensel and Grethel](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

459.

100248A

[Euro Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

460.

100248H

[Input](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

461.

100236J

[Jokey Problem!](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

462.

100236B

[Bentago](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

463.

100236C

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

464.

100236L

[Lexicographically Minimal Poem](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

465.

100236G

[General Sohrab and General Sepehr!](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

466.

100236E

[Era of Winter Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[Zlobober's solution](#)

467.

100236K

[Killer Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[Zlobober's solution](#)

468.

100236D

[Dreamer Land of Kashan](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[Zlobober's solution](#)

469.

100236F

[Find The Problem!](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[Zlobober's solution](#)

470.

100236A

[Arrangement of RGB Balls](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[Zlobober's solution](#)

471.

100231G

[Timetable](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: —
[Zlobober's solution](#)

472.

100231F

[Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: —
[Zlobober's solution](#)

473.

100231H

[Voracious Steve](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: —
[Zlobober's solution](#)

474.

100231A

[Family](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: —
[Zlobober's solution](#)

475.

100231L

[Bit Counting](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: —
[Zlobober's solution](#)

476.

100231D

[Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · MS C++ (first AC) · Tags: —
[Zlobober's solution](#)

477.

100231J

[Mine Sweeper](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · MS C++ (first AC) · Tags: —

[Zlobober's solution](#)

478.

100231I

[Palindrometer](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · MS C++ (first AC) · Tags: —

[Zlobober's solution](#)

479.

100231B

[Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · last AC: 2013-09-25 · GNU C++0x (first AC) · Tags: —

[Zlobober's solution](#)

480.

100231K

[Profits](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · GNU C++0x (first AC) · Tags: —

[Zlobober's solution](#)

481.

100228D

[Phone Home](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

482.

100228C

[EKG Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

483.

100228G

[Squadtrees](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

484.

100228K

[Chessboard in FEN](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · MS C++ (first AC) · Tags: —

[Zlobober's solution](#)

485.

100228I

[Graph of Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · MS C++ (first AC) · Tags: —

[Zlobober's solution](#)

486.

100228F

[Pushing Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · MS C++ (first AC) · Tags: —

[Zlobober's solution](#)

487.

100228B

[Decorations](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · MS C++ (first AC) · Tags: —

[Zlobober's solution](#)

488.

100228A

[Crypto Columns](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

489.

100228H

[This Takes the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

490.

100228J

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

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

491.

100228E

[Polly Nomials](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

492.

100153H

[School of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

493.

100153D

[Minimal Cut Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

494.

100153E

[Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

495.

100153C

[Dowry](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

496.

100153B

[Discount](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

497.

100153G

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

Rating: — · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

498.

100153A

[War Academy](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

499.

100125J

[Juggle with Criteria](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-17 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

500.

100125L

[Log Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-17 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

501.

100125D

[Deepest Station](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-17 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

502.

100125F

[Final Standings](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-17 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

503.

100125B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-17 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

504.

100125E

[Electricity](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-17 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

505.

100125A

[Aztec Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-17 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

506.

100113I

[Sequence Sum](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

507.

100113L

[Sum](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

508.

100113B

[Airlines - 2](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

509.

100113G

[Pattern Matching](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

510.

100113H

[Roman Cities](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

511.

100113J

[Order Splitter](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

512.

100113D

[Compression](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

513.

100113E

[Teach Yourself Pottery](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

514.

100113K

[The Merry Student Life During the Term...](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

515.

100113F

[The Young Networker](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

516.

100113C

[Blots on Paper](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

517.

100096B

[Cylinders](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-13 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

518.

100096J

[Sum of a subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-13 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

519.

100096E

[Medical examination](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-13 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

520.

100096C

[General Bytor](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-13 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

521.

100096K

[Table game](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-13 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

522.

100096A

[Athletic competition](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-13 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

523.

100096D

[Guessing game](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-13 · GNU C++0x (first AC) · Tags: —

[Zlobober's solution](#)

524.

100096F

[NumberEater](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-13 · GNU C++0x (first AC) · Tags: —

[Zlobober's solution](#)

525.

100057B

[Aã1D10D\\$=C O Ct0CD0Dt0 Câ GCT@CT?C HCα5](#)

Rating: — · first AC: 2012-05-29 · GNU C++0x (first AC) · Tags: —

[Zlobober's solution](#)

526.

100050E

[Javay weapons](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-28 · GNU C++0x (first AC) · Tags: —

[Zlobober's solution](#)

527.

100050B

[Reform](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-28 · GNU C++0x (first AC) · Tags: —

[Zlobober's solution](#)

528.

100050C

[War](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-28 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)

529.

100050A

[Parallelepiped](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-28 · GNU C++ (first AC) · Tags: —

[Zlobober's solution](#)