

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

<https://cfelitetracker.vercel.app>

Unique solved — cucumber

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

Sort: Problem rating · easier first

Filters: none

Count: 882

1.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[cucumber's solution](#)

2.

1538B

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

Quality: 33,537 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cucumber's solution](#)

3.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[cucumber's solution](#)

4.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cucumber's solution](#)

5.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[cucumber's solution](#)

6.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: 800 · first AC: 2021-03-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cucumber's solution](#)

7.

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[cucumber's solution](#)

8.

1482A

[Prison Break](#) · [Tutorial](#)

Quality: 21,295 global accepts · Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: math

[cucumber's solution](#)

9.

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[cucumber's solution](#)

10.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: math
[cucumber 's solution](#)

11.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,774 global accepts · Rating: 800 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[cucumber 's solution](#)

12.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[cucumber 's solution](#)

13.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[cucumber 's solution](#)

14.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,425 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings
[cucumber 's solution](#)

15.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[cucumber 's solution](#)

16.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math
[cucumber 's solution](#)

17.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[cucumber 's solution](#)

18.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: math
[cucumber 's solution](#)

19.

1413A

[Finding Sasuke](#) · [Tutorial](#)

Quality: 15,292 global accepts · Rating: 800 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[cucumber 's solution](#)

20.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math
[cucumber 's solution](#)

21.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[cucumber](#) ['s solution](#)

22.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,644 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[cucumber](#) ['s solution](#)

23.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: math
[cucumber](#) ['s solution](#)

24.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,934 global accepts · Rating: 800 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[cucumber](#) ['s solution](#)

25.

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,419 global accepts · Rating: 800 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[cucumber](#) ['s solution](#)

26.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
[cucumber](#) ['s solution](#)

27.

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[cucumber](#) ['s solution](#)

28.

1398B

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

Quality: 25,902 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings
[cucumber](#) ['s solution](#)

29.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,788 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[cucumber](#) ['s solution](#)

30.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[cucumber](#) ['s solution](#)

31.

1391A

[Suborrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[cucumber](#) ['s solution](#)

32.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,809 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[cucumber 's solution](#)

33.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,591 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[cucumber 's solution](#)

34.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[cucumber 's solution](#)

35.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,875 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[cucumber 's solution](#)

36.

1372A

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

Quality: 33,481 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[cucumber 's solution](#)

37.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 800 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[cucumber 's solution](#)

38.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,258 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: math
[cucumber 's solution](#)

39.

1374A

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

Quality: 64,178 global accepts · Rating: 800 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: math
[cucumber 's solution](#)

40.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,465 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[cucumber 's solution](#)

41.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,940 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[cucumber 's solution](#)

42.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[cucumber 's solution](#)

43.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[cucumber 's solution](#)

44.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,122 global accepts · Rating: 800 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[cucumber 's solution](#)

45.

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,586 global accepts · Rating: 800 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[cucumber 's solution](#)

46.

1352A

[Sum of Round Numbers](#) · [Tutorial](#)

Quality: 104,108 global accepts · Rating: 800 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cucumber 's solution](#)

47.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,506 global accepts · Rating: 800 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[cucumber 's solution](#)

48.

1337A

[Ichihime and Triangle](#) · [Tutorial](#)

Quality: 42,909 global accepts · Rating: 800 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[cucumber 's solution](#)

49.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cucumber 's solution](#)

50.

1328A

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

Quality: 131,899 global accepts · Rating: 800 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: math
[cucumber 's solution](#)

51.

1325B

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

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cucumber 's solution](#)

52.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,202 global accepts · Rating: 800 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[cucumber 's solution](#)

53.

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[cucumber 's solution](#)

54.

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[cucumber 's solution](#)

55.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings
[cucumber 's solution](#)

56.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[cucumber 's solution](#)

57.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math
[cucumber 's solution](#)

58.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,702 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[cucumber 's solution](#)

59.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[cucumber 's solution](#)

60.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,343 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math
[cucumber 's solution](#)

61.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,889 global accepts · Rating: 800 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: math
[cucumber 's solution](#)

62.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,431 global accepts · Rating: 800 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[cucumber 's solution](#)

63.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,441 global accepts · Rating: 800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[cucumber 's solution](#)

64.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[cucumber](#) · ['s solution](#)

65.

1270A

[Card Game](#) · [Tutorial](#)

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

66.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,296 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math
[cucumber](#) · ['s solution](#)

67.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[cucumber](#) · ['s solution](#)

68.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: brute force, implementation
[cucumber](#) · ['s solution](#)

69.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[cucumber](#) · ['s solution](#)

70.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[cucumber](#) · ['s solution](#)

71.

1154A

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

Quality: 87,060 global accepts · Rating: 800 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math
[cucumber](#) · ['s solution](#)

72.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[cucumber](#) · ['s solution](#)

73.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[cucumber](#) · ['s solution](#)

74.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,353 global accepts · Rating: 800 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[cucumber](#) · ['s solution](#)

75.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[cucumber](#) 's solution

76.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cucumber](#) 's solution

77.

1058A

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

Rating: 800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cucumber](#) 's solution

78.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[cucumber](#) 's solution

79.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,645 global accepts · Rating: 800 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[cucumber](#) 's solution

80.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cucumber](#) 's solution

81.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cucumber](#) 's solution

82.

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[cucumber](#) 's solution

83.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,361 global accepts · Rating: 800 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cucumber](#) 's solution

84.

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,327 global accepts · Rating: 800 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cucumber](#) 's solution

85.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,316 global accepts · Rating: 800 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[cucumber](#) 's solution

86.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,213 global accepts · Rating: 800 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cucumber 's solution](#)

87.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[cucumber 's solution](#)

88.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation
[cucumber 's solution](#)

89.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[cucumber 's solution](#)

90.

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 900 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cucumber 's solution](#)

91.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[cucumber 's solution](#)

92.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[cucumber 's solution](#)

93.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,069 global accepts · Rating: 900 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures
[cucumber 's solution](#)

94.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,581 global accepts · Rating: 900 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: math
[cucumber 's solution](#)

95.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[cucumber 's solution](#)

96.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,209 global accepts · Rating: 900 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math
[cucumber 's solution](#)

97.

1330A

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

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cucumber 's solution](#)

98.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory
[cucumber 's solution](#)

99.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cucumber 's solution](#)

100.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math
[cucumber 's solution](#)

101.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,683 global accepts · Rating: 900 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
[cucumber 's solution](#)

102.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[cucumber 's solution](#)

103.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math
[cucumber 's solution](#)

104.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[cucumber 's solution](#)

105.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[cucumber 's solution](#)

106.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber 's solution](#)

107.

1225A

[Forgetting Things](#) · [Tutorial](#)

Quality: 16,623 global accepts · Rating: 900 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: math
[cucumber 's solution](#)

108.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: greedy, math, sortings
[cucumber 's solution](#)

109.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[cucumber 's solution](#)

110.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[cucumber 's solution](#)

111.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[cucumber 's solution](#)

112.

1032A

[Kitchen Utensils](#) · [Tutorial](#)

Quality: 7,336 global accepts · Rating: 900 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[cucumber 's solution](#)

113.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[cucumber 's solution](#)

114.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[cucumber 's solution](#)

115.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,732 global accepts · Rating: 900 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[cucumber 's solution](#)

116.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,041 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[cucumber 's solution](#)

117.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation
[cucumber 's solution](#)

118.

1474B

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

Quality: 40,324 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive

algorithms, greedy, math, number theory

[cucumber's solution](#)

119.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings

[cucumber's solution](#)

120.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cucumber's solution](#)

121.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,808 global accepts · Rating: 1000 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cucumber's solution](#)

122.

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cucumber's solution](#)

123.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,915 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[cucumber's solution](#)

124.

1151A

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

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[cucumber's solution](#)

125.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[cucumber's solution](#)

126.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[cucumber's solution](#)

127.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[cucumber's solution](#)

128.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[cucumber's solution](#)

129.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,678 global accepts · Rating: 1000 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cucumber 's solution](#)

130.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings
[cucumber 's solution](#)

131.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[cucumber 's solution](#)

132.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,295 global accepts · Rating: 1000 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[cucumber 's solution](#)

133.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[cucumber 's solution](#)

134.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[cucumber 's solution](#)

135.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
[cucumber 's solution](#)

136.

1225B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: implementation
[cucumber 's solution](#)

137.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: geometry, math
[cucumber 's solution](#)

138.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[cucumber 's solution](#)

139.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[cucumber 's solution](#)

140.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[__cucumber__'s solution](#)

141.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[__cucumber__'s solution](#)

142.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[__cucumber__'s solution](#)

143.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[__cucumber__'s solution](#)

144.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[__cucumber__'s solution](#)

145.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[__cucumber__'s solution](#)

146.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[__cucumber__'s solution](#)

147.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math
[__cucumber__'s solution](#)

148.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[__cucumber__'s solution](#)

149.

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[__cucumber__'s solution](#)

150.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[__cucumber__'s solution](#)

151.

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,013 global accepts · Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cucumber 's solution](#)

152.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings
[cucumber 's solution](#)

153.

46B

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

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cucumber 's solution](#)

154.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[cucumber 's solution](#)

155.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,923 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[cucumber 's solution](#)

156.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,795 global accepts · Rating: 1100 · first AC: 2020-07-12 · PHP (first AC) · Tags: brute force, implementation
[cucumber 's solution](#)

157.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[cucumber 's solution](#)

158.

1365A

[Matrix Game](#) · [Tutorial](#)

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

159.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[cucumber 's solution](#)

160.

1327A

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

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[cucumber 's solution](#)

161.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,513 global accepts · Rating: 1100 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs

and similar, greedy, implementation

[cucumber 's solution](#)

162.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[cucumber 's solution](#)

163.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[cucumber 's solution](#)

164.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[cucumber 's solution](#)

165.

1227A

[Math Problem](#) · [Tutorial](#)

Quality: 10,266 global accepts · Rating: 1100 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[cucumber 's solution](#)

166.

368B

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

Quality: 49,898 global accepts · Rating: 1100 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[cucumber 's solution](#)

167.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cucumber 's solution](#)

168.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[cucumber 's solution](#)

169.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,193 global accepts · Rating: 1100 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[cucumber 's solution](#)

170.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[cucumber 's solution](#)

171.

1058B

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

Rating: 1100 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[cucumber 's solution](#)

172.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[cucumber](#) 's solution

173.

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[cucumber](#) 's solution

174.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-03-04 · MS C++ (first AC) · Tags: data structures, implementation
[cucumber](#) 's solution

175.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[cucumber](#) 's solution

176.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[cucumber](#) 's solution

177.

811B

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

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[cucumber](#) 's solution

178.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,577 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar
[cucumber](#) 's solution

179.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation
[cucumber](#) 's solution

180.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[cucumber](#) 's solution

181.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[cucumber](#) 's solution

182.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, sortings
[cucumber](#) · ['s solution](#)

183.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: math
[cucumber](#) · ['s solution](#)

184.

1364A

[XXXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers
[cucumber](#) · ['s solution](#)

185.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[cucumber](#) · ['s solution](#)

186.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[cucumber](#) · ['s solution](#)

187.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[cucumber](#) · ['s solution](#)

188.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,764 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[cucumber](#) · ['s solution](#)

189.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[cucumber](#) · ['s solution](#)

190.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[cucumber](#) · ['s solution](#)

191.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cucumber](#) · ['s solution](#)

192.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cucumber](#) · ['s solution](#)

193.

1327B

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

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy
[cucumber](#) · ['s solution](#)

194.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[cucumber](#) · ['s solution](#)

195.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[cucumber](#) · ['s solution](#)

196.

1270B

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

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

197.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[cucumber](#) · ['s solution](#)

198.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[cucumber](#) · ['s solution](#)

199.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math
[cucumber](#) · ['s solution](#)

200.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[cucumber](#) · ['s solution](#)

201.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1200 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[cucumber](#) · ['s solution](#)

202.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[cucumber](#) · ['s solution](#)

203.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[cucumber](#) · ['s solution](#)

204.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[cucumber's solution](#)

205.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,930 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math
[cucumber's solution](#)

206.

1032B

[Personalized Cup](#) · [Tutorial](#)

Quality: 5,145 global accepts · Rating: 1200 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[cucumber's solution](#)

207.

1028B

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

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[cucumber's solution](#)

208.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[cucumber's solution](#)

209.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[cucumber's solution](#)

210.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cucumber's solution](#)

211.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1200 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cucumber's solution](#)

212.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures
[cucumber's solution](#)

213.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[cucumber's solution](#)

214.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,399 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math,

two pointers

[cucumber 's solution](#)

215.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[cucumber 's solution](#)

216.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,720 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[cucumber 's solution](#)

217.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-06-24 · last AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[cucumber 's solution](#)

218.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[cucumber 's solution](#)

219.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,390 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[cucumber 's solution](#)

220.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[cucumber 's solution](#)

221.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[cucumber 's solution](#)

222.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[cucumber 's solution](#)

223.

1365B

[Trouble Sort](#) · [Tutorial](#)

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

[cucumber 's solution](#)

224.

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cucumber 's solution](#)

225.

1328B

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

Quality: 32,044 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[cucumber's solution](#)

226.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[cucumber's solution](#)

227.

1323C

[Unusual Competitions](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cucumber's solution](#)

228.

1307B

[Cow and Friend](#) · [Tutorial](#)

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

[cucumber's solution](#)

229.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[cucumber's solution](#)

230.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,827 global accepts · Rating: 1300 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[cucumber's solution](#)

231.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[cucumber's solution](#)

232.

1279B

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

[cucumber's solution](#)

233.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[cucumber's solution](#)

234.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cucumber's solution](#)

235.

1225B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: implementation, two pointers

[cucumber](#) · ['s solution](#)

236.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[cucumber](#) · ['s solution](#)

237.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cucumber](#) · ['s solution](#)

238.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cucumber](#) · ['s solution](#)

239.

1152B

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Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[cucumber](#) · ['s solution](#)

240.

1155C

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Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cucumber](#) · ['s solution](#)

241.

1119B

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Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[cucumber](#) · ['s solution](#)

242.

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[cucumber](#) · ['s solution](#)

243.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[cucumber](#) · ['s solution](#)

244.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[cucumber](#) · ['s solution](#)

245.

1065B

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

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[cucumber](#) · ['s solution](#)

246.

1058C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[cucumber 's solution](#)

247.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,811 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[cucumber 's solution](#)

248.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[cucumber 's solution](#)

249.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cucumber 's solution](#)

250.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[cucumber 's solution](#)

251.

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar

[cucumber 's solution](#)

252.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[cucumber 's solution](#)

253.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,104 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[cucumber 's solution](#)

254.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[cucumber 's solution](#)

255.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[cucumber 's solution](#)

256.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[cucumber 's solution](#)

257.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[cucumber](#) 's solution

258.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[cucumber](#) 's solution

259.

1374D

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Quality: 31,086 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, two pointers

[cucumber](#) 's solution

260.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,141 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[cucumber](#) 's solution

261.

1365C

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

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

[cucumber](#) 's solution

262.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[cucumber](#) 's solution

263.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[cucumber](#) 's solution

264.

1354C1

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Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math, ternary search

[cucumber](#) 's solution

265.

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cucumber](#) 's solution

266.

272B

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

Quality: 4,289 global accepts · Rating: 1400 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cucumber](#) 's solution

267.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[cucumber's solution](#)

268.

1303B

[National Project](#) · [Tutorial](#)

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

[cucumber's solution](#)

269.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[cucumber's solution](#)

270.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[cucumber's solution](#)

271.

1270C

[Make Good](#) · [Tutorial](#)

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

[cucumber's solution](#)

272.

1279C

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

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

[cucumber's solution](#)

273.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[cucumber's solution](#)

274.

1266C

[Diverse Matrix](#) · [Tutorial](#)

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

[cucumber's solution](#)

275.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: implementation, math

[cucumber's solution](#)

276.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[cucumber's solution](#)

277.

1195C

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

Quality: 34,837 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cucumber's solution](#)

278.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[cucumber's solution](#)

279.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[cucumber's solution](#)

280.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,646 global accepts · Rating: 1400 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
[cucumber's solution](#)

281.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[cucumber's solution](#)

282.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[cucumber's solution](#)

283.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[cucumber's solution](#)

284.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[cucumber's solution](#)

285.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[cucumber's solution](#)

286.

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[cucumber's solution](#)

287.

929A

[A000001 C B C\\$5C^>D 8C05CD>C](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation
[cucumber's solution](#)

288.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory
[cucumber's solution](#)

289.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2021-03-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, trees
[cucumber's solution](#)

290.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math
[cucumber's solution](#)

291.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[cucumber's solution](#)

292.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[cucumber's solution](#)

293.

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees
[cucumber's solution](#)

294.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[cucumber's solution](#)

295.

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cucumber's solution](#)

296.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers
[cucumber's solution](#)

297.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[cucumber's solution](#)

298.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[cucumber's solution](#)

299.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[cucumber 's solution](#)

300.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[cucumber 's solution](#)

301.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers

[cucumber 's solution](#)

302.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[cucumber 's solution](#)

303.

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[cucumber 's solution](#)

304.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[cucumber 's solution](#)

305.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers

[cucumber 's solution](#)

306.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy

[cucumber 's solution](#)

307.

272C

[Dima and Staircase](#) · [Tutorial](#)

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cucumber 's solution](#)

308.

1325C

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

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[cucumber 's solution](#)

309.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures,

strings

[cucumber's solution](#)

310.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[cucumber's solution](#)

311.

1307C

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Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[cucumber's solution](#)

312.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[cucumber's solution](#)

313.

1300C

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

Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cucumber's solution](#)

314.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[cucumber's solution](#)

315.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[cucumber's solution](#)

316.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-05 · last AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[cucumber's solution](#)

317.

1283C

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Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[cucumber's solution](#)

318.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cucumber's solution](#)

319.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: dp, implementation

[cucumber's solution](#)

320.

1209C

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Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[cucumber](#) 's solution

321.

1195D1

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

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[cucumber](#) 's solution

322.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[cucumber](#) 's solution

323.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cucumber](#) 's solution

324.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cucumber](#) 's solution

325.

1110C

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Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[cucumber](#) 's solution

326.

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[cucumber](#) 's solution

327.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[cucumber](#) 's solution

328.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[cucumber](#) 's solution

329.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[cucumber](#) 's solution

330.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[cucumber's solution](#)

331.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[cucumber's solution](#)

332.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[cucumber's solution](#)

333.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[cucumber's solution](#)

334.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[cucumber's solution](#)

335.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,285 global accepts · Rating: 1600 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures
[cucumber's solution](#)

336.

46C

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

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: two pointers
[cucumber's solution](#)

337.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
[cucumber's solution](#)

338.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,602 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[cucumber's solution](#)

339.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,348 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy
[cucumber's solution](#)

340.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · last AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[cucumber 's solution](#)

341.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[cucumber 's solution](#)

342.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[cucumber 's solution](#)

343.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[cucumber 's solution](#)

344.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[cucumber 's solution](#)

345.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[cucumber 's solution](#)

346.

1353D

[Constructing the Array](#) · [Tutorial](#)

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[cucumber 's solution](#)

347.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cucumber 's solution](#)

348.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings

[cucumber 's solution](#)

349.

1337C

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

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

[cucumber 's solution](#)

350.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[cucumber 's solution](#)

351.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[__cucumber__'s solution](#)

352.

157D

[Suspects](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[__cucumber__'s solution](#)

353.

1305C

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

Quality: 18,784 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[__cucumber__'s solution](#)

354.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[__cucumber__'s solution](#)

355.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[__cucumber__'s solution](#)

356.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[__cucumber__'s solution](#)

357.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[__cucumber__'s solution](#)

358.

1227D1

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

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[__cucumber__'s solution](#)

359.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: —

[__cucumber__'s solution](#)

360.

1234D

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Quality: 18,588 global accepts · Rating: 1600 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: data structures

[__cucumber__'s solution](#)

361.

1140C

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Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings
[__cucumber_'s solution](#)

362.

1113C

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

Rating: 1600 · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[__cucumber_'s solution](#)

363.

1065C

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Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[__cucumber_'s solution](#)

364.

1036D

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Quality: 10,626 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[__cucumber_'s solution](#)

365.

1036B

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Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[__cucumber_'s solution](#)

366.

1015D

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

367.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[__cucumber_'s solution](#)

368.

1503B

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Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive
[__cucumber_'s solution](#)

369.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation
[__cucumber_'s solution](#)

370.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings
[__cucumber_'s solution](#)

371.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings

[cucumber's solution](#)

372.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[cucumber's solution](#)

373.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[cucumber's solution](#)

374.

1400B

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Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[cucumber's solution](#)

375.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[cucumber's solution](#)

376.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,818 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[cucumber's solution](#)

377.

1361A

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

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

[cucumber's solution](#)

378.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[cucumber's solution](#)

379.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[cucumber's solution](#)

380.

1337D

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

Rating: 1700 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[cucumber's solution](#)

381.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[__cucumber_'s solution](#)

382.

1330D

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

Rating: 1700 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[__cucumber_'s solution](#)

383.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[__cucumber_'s solution](#)

384.

157C

[Message](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings

[__cucumber_'s solution](#)

385.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,011 global accepts · Rating: 1700 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[__cucumber_'s solution](#)

386.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[__cucumber_'s solution](#)

387.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[__cucumber_'s solution](#)

388.

1279D

[Santa's Bot](#) · [Tutorial](#)

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

[__cucumber_'s solution](#)

389.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[__cucumber_'s solution](#)

390.

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[__cucumber_'s solution](#)

391.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[__cucumber_'s solution](#)

392.

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[cucumber 's solution](#)

393.

1248C

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

Rating: 1700 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[cucumber 's solution](#)

394.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: math, number theory

[cucumber 's solution](#)

395.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[cucumber 's solution](#)

396.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cucumber 's solution](#)

397.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[cucumber 's solution](#)

398.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,116 global accepts · Rating: 1700 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[cucumber 's solution](#)

399.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[cucumber 's solution](#)

400.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[cucumber 's solution](#)

401.

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[cucumber 's solution](#)

402.

1442B

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

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[cucumber 's solution](#)

403.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[cucumber 's solution](#)

404.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[cucumber 's solution](#)

405.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp
[cucumber 's solution](#)

406.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[cucumber 's solution](#)

407.

46D

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408.

1409E

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409.

1396B

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410.

1398D

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411.

1394A

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412.

1388C

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413.

1367D

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414.

1151C

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415.

1355C

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416.

1339D

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417.

1334D

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418.

1330C

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419.

1328D

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420.

1327E

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421.

1326D2

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422.

1324F

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423.

1304D

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424.

1300D

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425.

1291D

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426.

1287C

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427.

1283E

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428.

1283D

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429.

1282C

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1281D

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431.

1267J

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432.

1267L

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433.

1227D2

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434.

1262D2

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435.

1225D

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436.

1221D

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437.

1195D2

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438.

1156B

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439.

1152C

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440.

1154E

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441.

1113D

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1066D

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1600E

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1512F

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446.

811C

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447.

1439A2

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1413C

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1428D

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450.

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451.

46E

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452.

1404B

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1400D

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1383B

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455.

1371E1

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1367E

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457.

1365E

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458.

1361B

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459.

1358D

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460.

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1353E

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462.

1328E

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463.

1305D

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464.

1307D

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465.

1294E

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466.

1285D

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467.

1277E

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1265D

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1260D

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470.

1228D

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471.

1220D

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472.

629C

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473.

1600I

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474.

1513D

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475.

1481D

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476.

1456B

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477.

1408D

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478.

1416B

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479.

1416C

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480.

1391D

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481.

1388D

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482.

1379C

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483.

1380D

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484.

1311D

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485.

999E

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486.

1370D

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Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[cucumber](#) 's solution

487.

1349C

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488.

1349B

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[cucumber](#) 's solution

489.

1363E

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[cucumber](#) 's solution

490.

1359D

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Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[cucumber](#) 's solution

491.

1359E

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[cucumber](#) 's solution

492.

1354C2

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493.

1344B

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[cucumber](#) 's solution

494.

1321E

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[cucumber](#) 's solution

495.

1304E

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496.

1294F

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497.

1288E

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Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures
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498.

1248D1

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[cucumber](#) 's solution

499.

1600D

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Rating: 2100 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, interactive
[cucumber](#) 's solution

500.

1547G

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501.

1538G

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502.

1538E

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503.

1482E

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504.

811D

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[cucumber](#) 's solution

505.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[cucumber](#) 's solution

506.

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[cucumber](#) 's solution

507.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[cucumber](#) 's solution

508.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[cucumber](#) 's solution

509.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, ternary search

[cucumber](#) 's solution

510.

847F

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

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[cucumber](#) 's solution

511.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[cucumber](#) 's solution

512.

1392E

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Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[cucumber](#) 's solution

513.

1393D

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Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[cucumber](#) 's solution

514.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[cucumber](#) 's solution

515.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[cucumber](#) 's solution

516.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[cucumber](#) 's solution

517.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[cucumber](#) 's solution

518.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[cucumber](#) 's solution

519.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[cucumber](#) 's solution

520.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive, math

[cucumber](#) 's solution

521.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[cucumber](#) 's solution

522.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[cucumber](#) 's solution

523.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cucumber](#) 's solution

524.

1300E

[Water Balance](#) · [Tutorial](#)

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

[cucumber](#) 's solution

525.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[cucumber](#) 's solution

526.

1266E

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

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

527.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[cucumber](#) 's solution

528.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math
[cucumber](#) 's solution

529.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[cucumber](#) 's solution

530.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[cucumber](#) 's solution

531.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math
[cucumber](#) 's solution

532.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees
[cucumber](#) 's solution

533.

1501D

[Two chandeliers](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-03-13 · last AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math
[cucumber](#) 's solution

534.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math
[cucumber](#) 's solution

535.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings
[cucumber](#) 's solution

536.

1437E

[Make It Increasing](#) · [Tutorial](#)

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[cucumber](#) 's solution

537.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[cucumber](#) 's solution

538.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[cucumber](#) 's solution

539.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[cucumber](#) 's solution

540.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[cucumber](#) 's solution

541.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[cucumber](#) 's solution

542.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings, two pointers

[cucumber](#) 's solution

543.

1311E

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

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[cucumber](#) 's solution

544.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[cucumber](#) 's solution

545.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[cucumber](#) 's solution

546.

1337E

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

Rating: 2200 · first AC: 2020-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[cucumber](#) 's solution

547.

1339E

[Perfect Triples](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[cucumber](#) 's solution

548.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cucumber](#) 's solution

549.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[cucumber](#) 's solution

550.

1303E

[Erase Subsequences](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[cucumber](#) 's solution

551.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees

[cucumber](#) 's solution

552.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[cucumber](#) 's solution

553.

1227E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[cucumber](#) 's solution

554.

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities

[cucumber](#) 's solution

555.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[cucumber](#) 's solution

556.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[cucumber's solution](#)

557.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, sortings

[cucumber's solution](#)

558.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[cucumber's solution](#)

559.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[cucumber's solution](#)

560.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[cucumber's solution](#)

561.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, sortings

[cucumber's solution](#)

562.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[cucumber's solution](#)

563.

1371E2

[Asterism \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[cucumber's solution](#)

564.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[cucumber's solution](#)

565.

1282D

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Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[cucumber's solution](#)

566.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[cucumber's solution](#)

567.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-24 · last AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[cucumber's solution](#)

568.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[cucumber's solution](#)

569.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[cucumber's solution](#)

570.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[cucumber's solution](#)

571.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[cucumber's solution](#)

572.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · last AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[cucumber's solution](#)

573.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[cucumber's solution](#)

574.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-19 · last AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[cucumber's solution](#)

575.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2020-10-04 · last AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[cucumber's solution](#)

576.

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees

[cucumber](#) 's solution

577.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, probabilities

[cucumber](#) 's solution

578.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[cucumber](#) 's solution

579.

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[cucumber](#) 's solution

580.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[cucumber](#) 's solution

581.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[cucumber](#) 's solution

582.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[cucumber](#) 's solution

583.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[cucumber](#) 's solution

584.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[cucumber](#) 's solution

585.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[cucumber](#) ['s solution](#)

586.

1287E1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive
[cucumber](#) ['s solution](#)

587.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees
[cucumber](#) ['s solution](#)

588.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers
[cucumber](#) ['s solution](#)

589.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[cucumber](#) ['s solution](#)

590.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation
[cucumber](#) ['s solution](#)

591.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[cucumber](#) ['s solution](#)

592.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers
[cucumber](#) ['s solution](#)

593.

883L

[Berland.Taxi](#) · [Tutorial](#)

Quality: 264 global accepts · Rating: 2500 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[cucumber](#) ['s solution](#)

594.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
[cucumber](#) ['s solution](#)

595.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer,

hashing, two pointers

[__cucumber__'s solution](#)

596.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[__cucumber__'s solution](#)

597.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[__cucumber__'s solution](#)

598.

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[__cucumber__'s solution](#)

599.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-05 · last AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[__cucumber__'s solution](#)

600.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[__cucumber__'s solution](#)

601.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[__cucumber__'s solution](#)

602.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[__cucumber__'s solution](#)

603.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-18 · last AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[__cucumber__'s solution](#)

604.

1398G

[Running Competition](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-10-21 · last AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, fft, math, number theory

[__cucumber__'s solution](#)

605.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[cucumber](#) 's solution

606.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[cucumber](#) 's solution

607.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-26 · last AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[cucumber](#) 's solution

608.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[cucumber](#) 's solution

609.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[cucumber](#) 's solution

610.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[cucumber](#) 's solution

611.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[cucumber](#) 's solution

612.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[cucumber](#) 's solution

613.

1600H

[Shortest path](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[cucumber](#) 's solution

614.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2021-05-11 · last AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[cucumber](#) 's solution

615.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2020-10-08 · last AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[__cucumber__'s solution](#)

616.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-21 · last AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[__cucumber__'s solution](#)

617.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[__cucumber__'s solution](#)

618.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[__cucumber__'s solution](#)

619.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[__cucumber__'s solution](#)

620.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, geometry

[__cucumber__'s solution](#)

621.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[__cucumber__'s solution](#)

622.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-06-02 · last AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[__cucumber__'s solution](#)

623.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[__cucumber__'s solution](#)

624.

102465J

[Mona Lisa](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[__cucumber__'s solution](#)

625.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

626.

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

627.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

628.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

629.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

630.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

631.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

632.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

633.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

634.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

635.

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

636.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

637.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

638.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

639.

101611A

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

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

640.

101987B

[Cosmetic Survey](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

641.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

642.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

643.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

644.

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

645.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

646.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

647.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[cucumber](#) 's solution

648.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

649.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

650.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[cucumber](#) 's solution

651.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[cucumber](#) 's solution

652.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[cucumber](#) 's solution

653.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

654.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[cucumber](#) 's solution

655.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

656.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

657.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

658.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

659.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

660.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

661.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

662.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

663.

1531D

[B 5CD0C#BO iagD45CÂ C,,=C45D Â 6ö/E÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special
[cucumber](#) 's solution

664.

1531C

[B 80ÄiaCTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, dp
[cucumber](#) 's solution

665.

1531B1

[AÄ»CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: *special
[cucumber](#) 's solution

666.

1531B2

[AÄ»CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: *special
[cucumber](#) 's solution

667.

1531A

[At8CÔ3OTtoipcolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation
[cucumber](#) 's solution

668.

102154D

[Robomarathon](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

669.

102154B

[Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

670.

100145D

[Add C&A\\$>CR 4CT;CT=C,,5](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

671.

100145C

[At00000t0 AT2Cα;C,,4C](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

672.

100086E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

673.

100086D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

674.

100086C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

675.

100086B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

676.

100086A

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

677.

100086F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

678.

102962D

[Long puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

679.

102947K

[Call of the Wild](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

680.

102947J

[Camping in the Wild](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

681.

102947I

[Food Allocation II](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

682.

102947H

[Jungle Escape](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

683.

102947G

[Food Rations](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

684.

102947F

[Hopping Between Lily Pads](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

685.

102947E

[Food Allocation I](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

686.

102947D

[Firewood](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

687.

102947C

[White Fang](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

688.

100173A

[ASKOCC;C O Că1Că;CăGC=0](#)

Rating: — · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

689.

102893L

[The Firm Knapsack Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

690.

102893E

[Prank at IKEA](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

691.

101609B

[A.,FD\\$5D 5D =C O DÔ:D :D4@D 8Dđ](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

692.

101609C

[Aô@Df6C=8 D ?Că2Că@CăBCă<](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

693.

101609J

[B 5D\\$2C,,FD\\$8CÂ Gv-çFW](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

694.

101609E

[B 0Ct=D' 5 Dd8DD@D°](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

695.

101609H

[B 0D?C,,AC =C,,5](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

696.

101609D

[Aô5C0iAdt5D\\$K C" AD\\$@CăN](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

697.

101609F

[B 8D=ç\\$0CÔ8CP](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

698.

101609G

[Aô>DçGT4CÔODò 1C,,BC\\$0](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

699.

101609K

[AD@Că1C'5CÔ8CP](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

700.

101609A

[A0CçAçCÔ>CĂ5D =CăAD\\$8](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

701.

101187F

[Aô@CçB>C @C 7Că2C =C,,5 D\\$0C ;C,,FD°](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

702.

101187G

[A @DT8C\\$K CD6CT4C 5C](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

703.

101187C

[A4>D=0'5 C`Kcd8](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

704.

101187D

[IQ D\\$5DcBcD;Dò @Cä1CäBCä2](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

705.

101187B

[A 2D\\$a C CD](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

706.

101187K

[«A„AC„DäG ND”5CR 8C`8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

707.

101187I

[AäDöCÔKC' <C ;DäGC„:](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

708.

101187A

[A7C0>D\\$KCR AC`8D\\$:C€](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

709.

100850K

[B7C0&D](#)

Rating: — · first AC: 2020-12-06 · last AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

710.

100850J

[Aô@CäA D\\$0Dò ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BDÂ FC„DD](#)

Rating: — · first AC: 2020-12-05 · last AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

711.

100850D

[Aö>CfQD" <CTGD\\$K](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

712.

100850E

[A7C0&CÄ0D\\$5C`LCÔ>CR 4CT6D4@D BC\\$>](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

713.

100850G

[BD8Dja!C€](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

714.

100850H

[AäBDtQD" >C >D,,8C :C E](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

715.

100850I

[AäLCÄ5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

716.

100850F

[B 00aäCö>Cd0D\\$8Dö](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

717.

100850A

[A 3D>6Ô>CÂÔ;Dä1C,,BCT;DÀ](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

718.

101636A

[B5C0i8Ct<](#)

Rating: — · first AC: 2020-12-03 · last AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

719.

101636D

[B 50\\$?C 4C ND"8CR <C :D 8CÄCCÄK](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

720.

101636J

[B 0012G15Dt5CÔ8CR A C↔>CôLDô<C€](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

721.

101636E

[A4D0C CDAC=0Dò >C´8CÄ?C,,0CD0](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

722.

101636C

[A↔C00C,,3D4@C FC,,>CÔ=D´9 DD0C”;](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

723.

101636G

[Aö00ta!](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

724.

101636L

[A00CäAD\\$KCR AD4DDD8C▯AD°](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

725.

101636K

[B 30,HCCT=CÔ>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

726.

101636M

[ASDAD\\$0CÔ>C\\$;CT=C,,5 Cô>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

727.

101967J

[AÖ>C\\$0Dò ?D >C4CC´:C CÄ0C´LD\\$5C€](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

728.

101967C

[A00C12AD >C,,3D 0D\\$L C▯>CÔBCTAD](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

729.

101967I

[AôUD\\$5D,,5D BC\\$8CR ?Câ BCä@D0](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

730.

101967G

[A48C10,,5 CäBD 5Ct:C€](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

731.

101967H

[B 50C@CTBCÔKC' HC,,DD](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

732.

101967D

[Ad50650t=D´5 CD>D >C48 A 5D ;Dô=CD8C€](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

733.

101967L

[B 10CäDÄ:Câ BCTAD\\$>C](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

734.

101967A

[AS00C0C, ?C,,ADÄ<Cà](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber 's solution](#)

735.

101967E

[B 70ä6ÖKCR 7C 4C GC€](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

736.

102137K

[AS>ÖÖrQ 8 Cä2DdK](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

737.

102137C

[AD>ÖÄD,,=CT5 Ct0CD0CÖ8CP](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

738.

102137D

[AD>ÖÖCä ?Cä6C ;Cä2C BDÂ 2 A B4 B](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

739.

102137I

[A=2ÖÖD\\$8D C C, 4C GD2 2 Cö@C,,4C GD0](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

740.

102137J

[AöÖD\\$5D,,5D BC\\$8Dö C =C€](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

741.

102137G

[A=BOä?Cä1CT4C,,B?](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

742.

102137H

[A>ÖÖrQ=Cä<CT@C](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

743.

102137B

[B43Ö4Ö 9 Dt8D ;Cä](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

744.

102793H

[Similar Names](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · last AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

745.

102811E

[Agar.io](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

746.

102793I

[B55Cä@C,,O B 0CÄACTO](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

747.

102772D

[Aö>D18CÔ:C FCT?CäGC#8](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

748.

102772A

[AS0Cä=Cä5 CÔ0D4GCÔ>CR GC,,AC'>](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

749.

102772E

[A1#CT9C#0](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

750.

102739H

[AD>DrBC 2C#0 CT4D°](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

751.

101788L

[Xor D,T00r1#C](#)

Rating: — · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: —
[cucumber](#) 's solution

752.

101788C

[B41C\\$#aB41C\\$#aCT=C,,5 Cö@Dô<CäCC4>C'LCÔ8C#>C](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cucumber](#) 's solution

753.

101788B

[A#BD\\$#C"AC#8CR :Cä=DD5D\\$K](#)

Rating: — · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: —
[cucumber](#) 's solution

754.

101788E

[A 1D\\$C# ;DÄ=C O Ct0CD0Dt0](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cucumber](#) 's solution

755.

101788F

[K-pop](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

756.

101788H

[Captcha](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cucumber](#) 's solution

757.

101788I

[B0AD\\$0DD5D\\$0](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

758.

101788G

[B,8DD@Cä2C =CÔKC' :C ;DÄ:D4;DôBCä@](#)

Rating: — · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: —
[cucumber](#) 's solution

759.

101788A

[B 0010,,5CÔ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cucumber](#) 's solution

760.

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

761.

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

762.

102025D

[AÖNDTä, 2 CÄ8CÔ8D BCT@D BC\\$5](#)

Rating: — · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

763.

102025E

[BD>D\\$>D >C >D" D 8CÔÔ4CRÔ C ;DÄ4C](#)

Rating: — · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

764.

102025H

[AÖNDT;C€](#)

Rating: — · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

765.

102025C

[AD>C@D'E D =Cä2](#)

Rating: — · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

766.

102025A

[B 1Cä@D BCä@Cä=CÔ8C=>C](#)

Rating: — · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cucumber](#) 's solution

767.

102100H

[Harmonic permutations](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

768.

102100D

[Doubtful numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

769.

102100E

[Experiment with tea](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

770.

102100B

[Book of all the words](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[cucumber](#) 's solution

771.

102100C

[Changing the word](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

772.

102100A

[Alexandra's subtractions](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[cucumber](#) 's solution

773.

100168T

[B-0DAD\\$>Dô=C,,5 CÄ5Cd4D2 ;D4GC <C€](#)

Rating: — · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

774.

100168S

[Aô>7CöQd5CÔ8CR BCäGCT: C\\$=CR ?D OCÄ>C•](#)

Rating: — · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

775.

100168R

[Aô@Cj,aC 4C´5Cd=CäAD\\$ L D\\$>Dt:C, >D\\$@CT7C=C](#)

Rating: — · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

776.

100168Q

[Aô@Cj,aC 4C´5Cd=CäAD\\$ L D\\$>Dt:C, ;D4GD0](#)

Rating: — · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

777.

100168P

[Aô@Cj,aC 4C´5Cd=CäAD\\$ L D\\$>Dt:C, ?D OCÄ>C•](#)

Rating: — · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

778.

1001680

[AôDD:0C´;CT;DÄ=C O Cô@Dô<C O](#)

Rating: — · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

779.

100168N

[B4@002005C08CR ?D OCÄ>C' ”•](#)

Rating: — · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

780.

100168M

[B4@002005C08CR ?D OCÄ>C' •](#)

Rating: — · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

781.

100168L

[AD;Q;=C 2CT:D\\$>D 0](#)

Rating: — · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

782.

100168K

[A05D05D 5Dt5C08CR 4C\\$CDR ?D OCÄKDP](#)

Rating: — · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

783.

100168J

[B 0D AD\\$>Dô=C,,5 CÄ5Cd4D2 >D\\$@CT7C=0CÄ8](#)

Rating: — · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

784.

100168I

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ >D\\$@CT7C=0](#)

Rating: — · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

785.

100168H

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ;D4GC](#)

Rating: — · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

786.

100168G

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C'](#)

Rating: — · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

787.

100168F

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C•](#)

Rating: — · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

788.

100168E

[A8D AC: D\\$@C,,AC](#)

Rating: — · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

789.

100168D

[A0;Cä10 4DÄ BD 5D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

790.

100168C

[A0;Cä10 4DÂ <CÔ>C4>D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

791.

100168B

[B43Cä;CÄ5Cd4D2 2CT:D\\$>D 0CÄ8](#)

Rating: — · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

792.

100168A

[A6X00D =D´9 D43Cä; D\\$>Dt:C€](#)

Rating: — · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

793.

100246C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · last AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[cucumber](#) 's solution

794.

100246A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-28 · last AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[cucumber](#) 's solution

795.

100971A

[Treasure Island](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

796.

100971L

[Chess Match](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

797.

100971F

[Two Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

798.

100971K

[Palindromization](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[cucumber](#) 's solution

799.

100971D

[Laying Cables](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

800.

100971G

[Repair](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[cucumber](#) 's solution

801.

100971B

[Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[cucumber](#) 's solution

802.

100971C

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

803.

101939H

[AäGCT@CT4DÂ 2 C=0D AD°](#)

Rating: — · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

804.

101939C

[A0008CÔ4D >CÄ=D´5 D ;C 3C 5CÄKCP](#)

Rating: — · first AC: 2020-04-07 · PyPy 3 (first AC) · Tags: —
[cucumber](#) 's solution

805.

101939F

[AD@D48 C,,;C, 2D 0C0](#)

Rating: — · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

806.

101939D

[A=5C45C´LCÔKC´ <C 3C 7C,,=](#)

Rating: — · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[cucumber](#) 's solution

807.

101939G

[A00DzAC´L](#)

Rating: — · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

808.

101939B

[A=00BD >C´LCÔ0Dđ](#)

Rating: — · first AC: 2020-04-07 · PyPy 3 (first AC) · Tags: —
[cucumber](#) 's solution

809.

101939E

[B\\$>D1B](#)

Rating: — · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

810.

101939A

[A00Cä8Ct2Cä4D BC\\$> C=5C=ACä2](#)

Rating: — · first AC: 2019-01-24 · last AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[cucumber](#) 's solution

811.

101755I

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Rating: — · first AC: 2020-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —
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[cucumber](#) 's solution

827.

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Rating: — · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[cucumber](#) 's solution

828.

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829.

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832.

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834.

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835.

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836.

102215C

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Rating: — · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[cucumber](#) 's solution

837.

102215B

[Rearrange Columns](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

838.

1331D

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Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[cucumber](#) 's solution

839.

1331A

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Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special
[cucumber](#) 's solution

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Rating: — · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[cucumber](#) 's solution

841.

1319D

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Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[cucumber](#) 's solution

842.

1319C

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Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[cucumber](#) 's solution

843.

1319B

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Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings
[cucumber](#) 's solution

844.

100099E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[cucumber](#) 's solution

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[D](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[cucumber](#) 's solution

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[cucumber](#) 's solution

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[cucumber](#) 's solution

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Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —
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Rating: — · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —
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Rating: — · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[cucumber](#) 's solution

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Rating: — · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[cucumber](#) 's solution

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Rating: — · first AC: 2020-01-21 · last AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[cucumber](#) 's solution

853.

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Rating: — · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[cucumber](#) 's solution

854.

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Rating: — · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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Rating: — · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[cucumber](#) 's solution

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[Jet Trains](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
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857.

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[cucumber](#) ['s solution](#)

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Rating: — · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[cucumber](#) ['s solution](#)

859.

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Rating: — · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: —
[cucumber](#) ['s solution](#)

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Rating: — · first AC: 2019-09-28 · last AC: 2019-10-26 · GNU C++11 (first AC) · Tags: —
[cucumber](#) ['s solution](#)

861.

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Rating: — · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: —
[cucumber](#) ['s solution](#)

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Rating: — · first AC: 2019-09-28 · GNU C++11 (first AC) · Tags: —
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