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Unique solved — acraider

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

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

Filters: none

Count: 765

1.

71A

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

Quality: 503,243 global accepts · Rating: 800 · first AC: 2018-01-13 · last AC: 2024-05-19 · C++14 (GCC 6-32) (first AC) · Tags: strings
[acraider's solution](#)

2.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,819 global accepts · Rating: 800 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[acraider's solution](#)

3.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,811 global accepts · Rating: 800 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[acraider's solution](#)

4.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
[acraider's solution](#)

5.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[acraider's solution](#)

6.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[acraider's solution](#)

7.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[acraider's solution](#)

8.

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[acraider's solution](#)

9.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[acraider's solution](#)

10.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[acraider's solution](#)

11.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[acraider's solution](#)

12.

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[acraider's solution](#)

13.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 800 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[acraider's solution](#)

14.

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
[acraider's solution](#)

15.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,293 global accepts · Rating: 800 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[acraider's solution](#)

16.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,208 global accepts · Rating: 800 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[acraider's solution](#)

17.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[acraider's solution](#)

18.

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[acraider's solution](#)

19.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[acraider's solution](#)

20.

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[acraider's solution](#)

21.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[acraider's solution](#)

22.

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,049 global accepts · Rating: 800 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[acraider's solution](#)

23.

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 800 · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[acraider's solution](#)

24.

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,671 global accepts · Rating: 800 · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[acraider's solution](#)

25.

378A

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

Quality: 25,935 global accepts · Rating: 800 · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[acraider's solution](#)

26.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[acraider's solution](#)

27.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[acraider's solution](#)

28.

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

[acraider's solution](#)

29.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[acraider's solution](#)

30.

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[acraider's solution](#)

31.

1927B

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

Quality: 38,130 global accepts · Rating: 900 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[acraider's solution](#)

32.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[acraider's solution](#)

33.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[acraider's solution](#)

34.

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

[acraider's solution](#)

35.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[acraider's solution](#)

36.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[acraider's solution](#)

37.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[acraider's solution](#)

38.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[acraider's solution](#)

39.

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,465 global accepts · Rating: 900 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[acraider's solution](#)

40.

94A

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

Quality: 12,266 global accepts · Rating: 900 · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[acraider's solution](#)

41.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[acraider's solution](#)

42.

872A

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

Rating: 900 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[acraider's solution](#)

43.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,278 global accepts · Rating: 1000 · first AC: 2024-05-09 · last AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[acraider's solution](#)

44.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,796 global accepts · Rating: 1000 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[acraider's solution](#)

45.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,885 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[acraider's solution](#)

46.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[acraider's solution](#)

47.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[acraider's solution](#)

48.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[acraider's solution](#)

49.

1140A

[Detective Book](#) · [Tutorial](#)

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

[acraider's solution](#)

50.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[acraider's solution](#)

51.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[acraider's solution](#)

52.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,243 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[acraider's solution](#)

53.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[acraider's solution](#)

54.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[acraider's solution](#)

55.

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

[acraider's solution](#)

56.

979A

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

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[acraider's solution](#)

57.

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[acraider's solution](#)

58.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,360 global accepts · Rating: 1000 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[acraider's solution](#)

59.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[acraider's solution](#)

60.

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[acraider's solution](#)

61.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[acraider's solution](#)

62.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[acraider's solution](#)

63.

1033B

[Square Difference](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[acraider's solution](#)

64.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,187 global accepts · Rating: 1100 · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[acraider's solution](#)

65.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[acraider's solution](#)

66.

987B

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

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: math
[acraider's solution](#)

67.

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1100 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[acraider's solution](#)

68.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[acraider's solution](#)

69.

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[acraider's solution](#)

70.

368B

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

Quality: 49,899 global accepts · Rating: 1100 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[acraider's solution](#)

71.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[acraider's solution](#)

72.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1100 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory
[acraider's solution](#)

73.

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[acraider's solution](#)

74.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math
[acraider's solution](#)

75.

869A

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

Quality: 9,796 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[acraider's solution](#)

76.

861A

[k-rounding](#) · [Tutorial](#)

Rating: 1100 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[acraider's solution](#)

77.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,727 global accepts · Rating: 1200 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[acraider's solution](#)

78.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[acraider's solution](#)

79.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers
[acraider's solution](#)

80.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[acraider's solution](#)

81.

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[acraider's solution](#)

82.

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[acraider's solution](#)

83.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[acraider's solution](#)

84.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[acraider's solution](#)

85.

1140D

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

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

86.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[acraider's solution](#)

87.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[acraider's solution](#)

88.

574A

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

Quality: 9,523 global accepts · Rating: 1200 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[acraider's solution](#)

89.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[acraider's solution](#)

90.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[acraider's solution](#)

91.

285C

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

Quality: 26,334 global accepts · Rating: 1200 · first AC: 2018-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[acraider's solution](#)

92.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[acraider's solution](#)

93.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,985 global accepts · Rating: 1200 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers
[acraider's solution](#)

94.

208D

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

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[acraider's solution](#)

95.

872B

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

Rating: 1200 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[acraider's solution](#)

96.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math
[acraider's solution](#)

97.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[acraider's solution](#)

98.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[acraider's solution](#)

99.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[acraider's solution](#)

100.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[acraider's solution](#)

101.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[acraider's solution](#)

102.

982B

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

Quality: 8,948 global accepts · Rating: 1300 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[acraider's solution](#)

103.

976B

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

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[acraider's solution](#)

104.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[acraider's solution](#)

105.

883F

[Lost in Transliteration](#) · [Tutorial](#)

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106.

872C

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1513B

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1456A

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112.

1354C1

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114.

888C

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116.

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698A

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120E

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121.

987C

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122.

975C

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123.

182D

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124.

414B

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125.

295A

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126.

898C

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276C

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128.

1133D

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129.

702C

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130.

1765K

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131.

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[acraider's solution](#)

132.

205D

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[acraider's solution](#)

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134.

1368C

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1368B

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136.

1340A

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138.

1250L

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139.

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142.

35C

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144.

159D

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145.

91B

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146.

991D

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147.

991C

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148.

982C

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149.

329B

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[acraider's solution](#)

150.

976C

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151.

264B

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892C

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153.

883E

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158.

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1396A

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1349A

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1344A

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645C

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163.

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1140C

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1137A

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1137B

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172.

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979C

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967C

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231D

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186.

1333C

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1765D

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1392D

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1383A

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1381A2

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1368D

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[acraider's solution](#)

192.

1340B

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567D

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194.

1267E

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195.

1027D

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196.

1194D

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197.

1131F

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Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[acraider's solution](#)

198.

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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199.

229B

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200.

984C

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Rating: 1700 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

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201.

813C

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Quality: 8,140 global accepts · Rating: 1700 · first AC: 2018-05-12 · last AC: 2018-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[acraider's solution](#)

202.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2018-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

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203.

269B

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Quality: 6,991 global accepts · Rating: 1700 · first AC: 2018-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dp
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204.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
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205.

219D

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

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206.

296D

[Greg and Graph](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs
[acraider's solution](#)

207.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths
[acraider's solution](#)

208.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
[acraider's solution](#)

209.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math
[acraider's solution](#)

210.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,474 global accepts · Rating: 1700 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: dp
[acraider's solution](#)

211.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs
[acraider's solution](#)

212.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,201 global accepts · Rating: 1700 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math
[acraider's solution](#)

213.

339D

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

Quality: 32,549 global accepts · Rating: 1700 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[acraider's solution](#)

214.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers
[acraider's solution](#)

215.

131E

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

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[acraider's solution](#)

216.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation
[acraider's solution](#)

217.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers
[acraider's solution](#)

218.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dp
[acraider's solution](#)

219.

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1700 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[acraider's solution](#)

220.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,841 global accepts · Rating: 1700 · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
[acraider's solution](#)

221.

1324F

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

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[acraider's solution](#)

222.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,177 global accepts · Rating: 1800 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[acraider's solution](#)

223.

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2018-04-11 · last AC: 2025-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force
[acraider's solution](#)

224.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,935 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[acraider's solution](#)

225.

1394A

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

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

[acraider's solution](#)

226.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[acraider's solution](#)

227.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[acraider's solution](#)

228.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[acraider's solution](#)

229.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[acraider's solution](#)

230.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[acraider's solution](#)

231.

1250B

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

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[acraider's solution](#)

232.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[acraider's solution](#)

233.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[acraider's solution](#)

234.

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2019-09-29 · last AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[acraider's solution](#)

235.

1207D

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

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[acraider's solution](#)

236.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[acraider's solution](#)

237.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[acraider's solution](#)

238.

1109B

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

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[acraider's solution](#)

239.

863D

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

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[acraider's solution](#)

240.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[acraider's solution](#)

241.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths

[acraider's solution](#)

242.

655D

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

Rating: 1800 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, graphs

[acraider's solution](#)

243.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[acraider's solution](#)

244.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[acraider's solution](#)

245.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[acraider's solution](#)

246.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[acraider's solution](#)

247.

987E

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

Rating: 1800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[acraider's solution](#)

248.

984D

[XOR-pyramid](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[acraider's solution](#)

249.

442B

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

Quality: 6,110 global accepts · Rating: 1800 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[acraider's solution](#)

250.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2018-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[acraider's solution](#)

251.

220B

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

Quality: 12,884 global accepts · Rating: 1800 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[acraider's solution](#)

252.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,011 global accepts · Rating: 1800 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[acraider's solution](#)

253.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[acraider's solution](#)

254.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[acraider's solution](#)

255.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-21 · last AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[acraider's solution](#)

256.

281D

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

Rating: 1800 · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[acraider's solution](#)

257.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[acraider's solution](#)

258.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[acraider's solution](#)

259.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[acraider's solution](#)

260.

867C

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, ternary search

[acraider's solution](#)

261.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,720 global accepts · Rating: 1900 · first AC: 2020-05-27 · last AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[acraider's solution](#)

262.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[acraider's solution](#)

263.

1214D

[Treasure Island](#) · [Tutorial](#)

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

[acraider's solution](#)

264.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[acraider's solution](#)

265.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[acraider's solution](#)

266.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[acraider's solution](#)

267.

569D

[Symmetric and Transitive](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[acraider's solution](#)

268.

1013E

[Hills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[acraider's solution](#)

269.

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy

[acraider's solution](#)

270.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, matrices

[acraider's solution](#)

271.

686D

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

Rating: 1900 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[acraider's solution](#)

272.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[acraider's solution](#)

273.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[acraider's solution](#)

274.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[acraider's solution](#)

275.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, number theory

[acraider's solution](#)

276.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, trees
[acraider's solution](#)

277.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2018-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dp
[acraider's solution](#)

278.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings
[acraider's solution](#)

279.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[acraider's solution](#)

280.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[acraider's solution](#)

281.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[acraider's solution](#)

282.

729E

[Subordinates](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1900 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, sortings
[acraider's solution](#)

283.

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[acraider's solution](#)

284.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[acraider's solution](#)

285.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[acraider's solution](#)

286.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data

structures, dp, implementation, sortings, two pointers

[acraider's solution](#)

287.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[acraider's solution](#)

288.

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[acraider's solution](#)

289.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[acraider's solution](#)

290.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[acraider's solution](#)

291.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings

[acraider's solution](#)

292.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[acraider's solution](#)

293.

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[acraider's solution](#)

294.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[acraider's solution](#)

295.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[acraider's solution](#)

296.

346B

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

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[acraider's solution](#)

297.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[acraider's solution](#)

298.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[acraider's solution](#)

299.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-02-23 · last AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[acraider's solution](#)

300.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2000 · first AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[acraider's solution](#)

301.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[acraider's solution](#)

302.

469D

[Two Sets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, graph matchings, greedy

[acraider's solution](#)

303.

514C

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

Quality: 8,156 global accepts · Rating: 2000 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[acraider's solution](#)

304.

181E

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

Rating: 2000 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: games

[acraider's solution](#)

305.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[acraider's solution](#)

306.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[acraider's solution](#)

307.

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 2000 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers

[acraider's solution](#)

308.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[acraider's solution](#)

309.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[acraider's solution](#)

310.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

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311.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

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312.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

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313.

353D

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Quality: 3,188 global accepts · Rating: 2000 · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

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314.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[acraider's solution](#)

315.

432D

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Quality: 11,989 global accepts · Rating: 2000 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[acraider's solution](#)

316.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

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317.

446B

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Quality: 3,856 global accepts · Rating: 2000 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy
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318.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2018-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dp
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319.

975D

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Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[acraider's solution](#)

320.

451D

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Quality: 5,061 global accepts · Rating: 2000 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: math
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321.

453B

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Quality: 5,401 global accepts · Rating: 2000 · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[acraider's solution](#)

322.

242E

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Quality: 11,856 global accepts · Rating: 2000 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures
[acraider's solution](#)

323.

383C

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Quality: 7,523 global accepts · Rating: 2000 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
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324.

380C

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Quality: 19,779 global accepts · Rating: 2000 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules
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325.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar
[acraider's solution](#)

326.

892D

[Gluttony](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[acraider's solution](#)

327.

56D

[Changing a String](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dp
[acraider's solution](#)

328.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[acraider's solution](#)

329.

1392E

[Omkar and Duck](#) · [Tutorial](#)

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

[acraider's solution](#)

330.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[acraider's solution](#)

331.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[acraider's solution](#)

332.

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

[acraider's solution](#)

333.

1250C

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

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[acraider's solution](#)

334.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[acraider's solution](#)

335.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[acraider's solution](#)

336.

129D

[String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, string suffix structures, strings

[acraider's solution](#)

337.

354C

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

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory

[acraider's solution](#)

338.

498C

[Array and Operations](#) · [Tutorial](#)

Quality: 4,188 global accepts · Rating: 2100 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, number theory
[acraider's solution](#)

339.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[acraider's solution](#)

340.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[acraider's solution](#)

341.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[acraider's solution](#)

342.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[acraider's solution](#)

343.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[acraider's solution](#)

344.

319C

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

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2019-01-11 · last AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[acraider's solution](#)

345.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 2100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[acraider's solution](#)

346.

802J2

[Send the Fool Further! \(medium\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2100 · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[acraider's solution](#)

347.

791D

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

Rating: 2100 · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[acraider's solution](#)

348.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

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349.

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[acraider's solution](#)

350.

349D

[Apple Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, number theory, trees

[acraider's solution](#)

351.

321C

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

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[acraider's solution](#)

352.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[acraider's solution](#)

353.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[acraider's solution](#)

354.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[acraider's solution](#)

355.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[acraider's solution](#)

356.

48E

[Ivan the Fool VS Gorynych the Dragon](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2100 · first AC: 2018-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, graphs

[acraider's solution](#)

357.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2100 · first AC: 2018-07-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[acraider's solution](#)

358.

414C

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

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer

[acraider's solution](#)

359.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees
[acraider's solution](#)

360.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
[acraider's solution](#)

361.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2018-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, number theory, trees
[acraider's solution](#)

362.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory
[acraider's solution](#)

363.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2018-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers
[acraider's solution](#)

364.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[acraider's solution](#)

365.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs
[acraider's solution](#)

366.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees
[acraider's solution](#)

367.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees
[acraider's solution](#)

368.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs
[acraider's solution](#)

369.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[acraider's solution](#)

370.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, probabilities

[acraider's solution](#)

371.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[acraider's solution](#)

372.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[acraider's solution](#)

373.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[acraider's solution](#)

374.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[acraider's solution](#)

375.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[acraider's solution](#)

376.

1180E

[Serge and Dining Room](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[acraider's solution](#)

377.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[acraider's solution](#)

378.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[acraider's solution](#)

379.

1234F

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

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[acraider's solution](#)

380.

85C

[Petya and Tree](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2200 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar,

probabilities, sortings, trees

[acraider's solution](#)

381.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[acraider's solution](#)

382.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[acraider's solution](#)

383.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[acraider's solution](#)

384.

1159D

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

Rating: 2200 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[acraider's solution](#)

385.

1140E

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

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

[acraider's solution](#)

386.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[acraider's solution](#)

387.

178F2

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

Quality: 384 global accepts · Rating: 2200 · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, strings

[acraider's solution](#)

388.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[acraider's solution](#)

389.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: games

[acraider's solution](#)

390.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[acraider's solution](#)

391.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2018-08-07 · last AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry

[acraider's solution](#)

392.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,532 global accepts · Rating: 2200 · first AC: 2018-07-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[acraider's solution](#)

393.

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[acraider's solution](#)

394.

538E

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

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[acraider's solution](#)

395.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[acraider's solution](#)

396.

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[acraider's solution](#)

397.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[acraider's solution](#)

398.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[acraider's solution](#)

399.

1408F

[Two Different](#) · [Tutorial](#)

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

[acraider's solution](#)

400.

719E

[Sasha and Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[acraider's solution](#)

401.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices
[acraider's solution](#)

402.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[acraider's solution](#)

403.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[acraider's solution](#)

404.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[acraider's solution](#)

405.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures
[acraider's solution](#)

406.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures
[acraider's solution](#)

407.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory
[acraider's solution](#)

408.

935E

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

Quality: 979 global accepts · Rating: 2300 · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[acraider's solution](#)

409.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs
[acraider's solution](#)

410.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft
[acraider's solution](#)

411.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2018-10-04 · last AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: chinese

remainder theorem, fft, math

[acraider's solution](#)

412.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[acraider's solution](#)

413.

789E

[The Great Mixing](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graph matchings, graphs, math, shortest paths

[acraider's solution](#)

414.

438D

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

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[acraider's solution](#)

415.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[acraider's solution](#)

416.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[acraider's solution](#)

417.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[acraider's solution](#)

418.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2300 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[acraider's solution](#)

419.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[acraider's solution](#)

420.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[acraider's solution](#)

421.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest

paths

[acraider's solution](#)

422.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[acraider's solution](#)

423.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, probabilities

[acraider's solution](#)

424.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[acraider's solution](#)

425.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees

[acraider's solution](#)

426.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[acraider's solution](#)

427.

1218D

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

Quality: 602 global accepts · Rating: 2400 · first AC: 2019-10-12 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, graphs

[acraider's solution](#)

428.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft

[acraider's solution](#)

429.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2019-10-01 · last AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[acraider's solution](#)

430.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[acraider's solution](#)

431.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[acraider's solution](#)

432.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[acraider's solution](#)

433.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings
[acraider's solution](#)

434.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers
[acraider's solution](#)

435.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2018-11-02 · last AC: 2019-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp
[acraider's solution](#)

436.

653E

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

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[acraider's solution](#)

437.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[acraider's solution](#)

438.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings
[acraider's solution](#)

439.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs
[acraider's solution](#)

440.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[acraider's solution](#)

441.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math
[acraider's solution](#)

442.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[acraider's solution](#)

443.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[acraider's solution](#)

444.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[acraider's solution](#)

445.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[acraider's solution](#)

446.

816E

[Karen and Supermarket](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[acraider's solution](#)

447.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[acraider's solution](#)

448.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2020-01-06 · last AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[acraider's solution](#)

449.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[acraider's solution](#)

450.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft

[acraider's solution](#)

451.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft

[acraider's solution](#)

452.

712E

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

Quality: 697 global accepts · Rating: 2500 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, probabilities
[acraider's solution](#)

453.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings
[acraider's solution](#)

454.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[acraider's solution](#)

455.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry
[acraider's solution](#)

456.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search
[acraider's solution](#)

457.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft
[acraider's solution](#)

458.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2018-07-20 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp
[acraider's solution](#)

459.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[acraider's solution](#)

460.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · last AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, fft, math, number theory
[acraider's solution](#)

461.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2019-12-18 · last AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math
[acraider's solution](#)

462.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings
[acraider's solution](#)

463.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[acraider's solution](#)

464.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2019-10-12 · C++14 (GCC 6-32) (first AC) · Tags: fft

[acraider's solution](#)

465.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[acraider's solution](#)

466.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[acraider's solution](#)

467.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[acraider's solution](#)

468.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[acraider's solution](#)

469.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[acraider's solution](#)

470.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2018-12-13 · last AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[acraider's solution](#)

471.

742E

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[acraider's solution](#)

472.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2018-09-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[acraider's solution](#)

473.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[acraider's solution](#)

474.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, strings

[acraider's solution](#)

475.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2019-10-01 · last AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[acraider's solution](#)

476.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[acraider's solution](#)

477.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[acraider's solution](#)

478.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[acraider's solution](#)

479.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[acraider's solution](#)

480.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2018-12-10 · last AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[acraider's solution](#)

481.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[acraider's solution](#)

482.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[acraider's solution](#)

483.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, fft, math

[acraider's solution](#)

484.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[acraider's solution](#)

485.

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[acraider's solution](#)

486.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[acraider's solution](#)

487.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2019-10-28 · last AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings, trees

[acraider's solution](#)

488.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2020-01-04 · last AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[acraider's solution](#)

489.

101991E

[Exciting Menus](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-14 · last AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[acraider's solution](#)

490.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[acraider's solution](#)

491.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[acraider's solution](#)

492.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[acraider's solution](#)

493.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[acraider's solution](#)

494.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

495.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

496.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

497.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

498.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

499.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

500.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

501.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

502.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

503.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

504.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

505.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

506.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

507.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

508.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

509.

103119L

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

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

510.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

511.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

512.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

513.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

514.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

515.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

516.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

517.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

518.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

519.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

520.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

521.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

522.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

523.

102460L

[Largest Quadrilateral](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-13 · last AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

524.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

525.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

526.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

527.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

528.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

529.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

530.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

531.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

532.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

533.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

534.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

535.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

536.

102040B

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

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

537.

102040H

[Tile Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

538.

102040F

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

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

539.

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

540.

102040E

[Helping the HR](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

541.

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

542.

101149M

[Ex Machina](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

543.

101149L

[Right Build](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

544.

101149G

[Of Zorcs and Axes](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

545.

101149E

[The Best among Equals](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

546.

101149J

[Panoramic Photography](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

547.

101149H

[Streets of Working Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

548.

101149B

[No Time for Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

549.

101149I

[It's the Police](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

550.

101149C

[Mathematical Field of Experiments](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

551.

101149A

[Balls in Urn](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

552.

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

553.

101597H

[Compass](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

554.

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

555.

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

556.

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

557.

101597B

[Triangle in a Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

558.

101597D

[Effective network](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

559.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

560.

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

561.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

562.

101177C

[Crazy Rotations](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

563.

101177F

[False Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

564.

101177D

[Dendroctonus](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

565.

101177J

[Just Terraffic!](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

566.

101177E

[Election Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

567.

101177B

[Balloon Warehouse](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

568.

101177I

[Intuidiff II](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

569.

101177A

[Anticlockwise Motion](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

570.

101177K

[Kiwis vs Kangaroos](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

571.

102423B

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

572.

102423A

[Carryless Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

573.

102423E

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

Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

574.

102423J

[One of Each](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

575.

102423I

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

576.

102423D

[Swap Free](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

577.

102423H

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

Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

578.

102428J

[Jumping Grasshoper](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

579.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-13 · last AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

580.

100168R

[A6@Qj|C 4C`5Cd=CäAD\\$L D\\$>Dt:C, >D\\$@CT7CαC](#)

Rating: — · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

581.

100168Q

[A6@Qj|C 4C`5Cd=CäAD\\$L D\\$>Dt:C, ;D4GD0](#)

Rating: — · first AC: 2019-12-13 · last AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

582.

100168T

[B-00AD\\$>Dô=C,,5 CÄ5Cd4D2 ;D4GC <C€](#)

Rating: — · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[acraider's solution](#)

583.

100168L

[AD;C;C 2CT:D\\$>D 0](#)

Rating: — · first AC: 2019-09-10 · last AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[acraider's solution](#)

584.

100168J

[B-00AD\\$>Dô=C,,5 CÄ5Cd4D2 >D\\$@CT7C=0CÄ8](#)

Rating: — · first AC: 2019-09-10 · last AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[acraider's solution](#)

585.

100168I

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ >D\\$@CT7C=0](#)

Rating: — · first AC: 2019-09-10 · last AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[acraider's solution](#)

586.

100168H

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ;D4GC](#)

Rating: — · first AC: 2019-09-10 · last AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[acraider's solution](#)

587.

100168G

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C'](#)

Rating: — · first AC: 2019-09-10 · last AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[acraider's solution](#)

588.

102082I

[Ranks](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[acraider's solution](#)

589.

102082K

[Sixth Sense](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[acraider's solution](#)

590.

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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591.

102082D

[Shortest Common Non-Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[acraider's solution](#)

592.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[acraider's solution](#)

593.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

594.

102082B

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

Rating: — · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

595.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

596.

102091B

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

597.

102091E

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

598.

102091A

[Flying Squirrel](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

599.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

600.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

601.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

602.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-10 · Python 3 (first AC) · Tags: —
[acraider's solution](#)

603.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

604.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

605.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

606.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · last AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

607.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

608.

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · last AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

609.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

610.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

611.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

612.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

613.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

614.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

615.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

616.

102028B

[Ultraman vs. Aodzilla and Bodzilla](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · last AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

617.

102028K

[Counting Failures on a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
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618.

102028F

[Honeycomb](#) · [Tutorial](#)

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619.

102028D

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620.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

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[acraider's solution](#)

621.

102028I

[Distance](#) · [Tutorial](#)

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622.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

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623.

102419K

[The Dragon and the Kingdom of Trees](#) · [Tutorial](#)

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[acraider's solution](#)

624.

102419I

[Another Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

625.

102419J

[Jaber The policeman](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

626.

102419C

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Rating: — · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

627.

102419E

[Geometry Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

628.

102419D

[Xor the graph](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

629.

102419L

[Cheating detection.](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

630.

102419A

[Two Strings](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

631.

102416E

[Space guardians](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

632.

102416D

[Calculated risk](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

633.

102416C

[Quick coffee](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

634.

102416B

[Efficient market](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

635.

102416A

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

636.

102411D

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

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

637.

102411L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

638.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

639.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

640.

102411H

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

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

641.

102411J

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

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

642.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

643.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

644.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

645.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

646.

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

647.

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

648.

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

649.

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

650.

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

651.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

652.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

653.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

654.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

655.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

656.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

657.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

658.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

659.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[acraider's solution](#)

660.

101968B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

661.

101968I

[Tours](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

662.

101968C

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · last AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

663.

101968G

[TeddyBearsDay](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

664.

101968H

[Win Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

665.

101968D

[Two Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

666.

101968J

[Restricted Vertex Cover](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

667.

102346I

[Interplanetary](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

668.

102346J

[Jar of Water Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

669.

102346F

[Forests in Danger](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

670.

102346K

[Keep Calm and Sell Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

671.

102346G

[Getting Confidence](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

672.

102346L

[Less Coin Tosses](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

673.

102346A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

674.

102346H

[Hour for a Run](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

675.

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

676.

102346M

[Maratona Brasileira de Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

677.

102346B

[Buffoon](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

678.

101512A

[Avoiding the Apocalypse](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

679.

101512I

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

Rating: — · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

680.

101512J

[Jury Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

681.

101512B

[Button Bashing](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

682.

101512K

[Key to Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

683.

101512G

[Growling Gears](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

684.

101512E

[Excellent Engineers](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

685.

100168D

[AöTöäö 4DÄ BD 5D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

686.

100168C

[AöTöäö 4DÄ <CÖ>C4>D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

687.

100168B

[B43Cä;CÄ5Cd4D2 2CT:D\\$>D 0CÄ8](#)

Rating: — · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

688.

100168A

[AöTöäö =D'9 D43Cä; D\\$>Dt:C€](#)

Rating: — · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

689.

101490D

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

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

690.

102190B

[Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

691.

102190I

[Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

692.

102190F

[Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

693.

102190H

[Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

694.

102190L

[Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

695.

102190A

[Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

696.

102253C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

697.

102253H

[Hints of sd0061](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

698.

102253B

[Balala Power!](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

699.

102253F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

700.

102253K

[KazaQ's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

701.

102253L

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

Rating: — · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

702.

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

703.

102309B

[Brute Force of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

704.

102263G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

705.

102263J

[Thanos Power](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

706.

102263I

[Bashar and Hamada](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · last AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

707.

102263D

[Meeting Bahosain](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

708.

102263H

[Steaks](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

709.

102263B

[Road to Arabella](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

710.

102263M

[Two Operations](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

711.

102263C

[Check The Text](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

712.

102263A

[Is It Easy ?](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

713.

102215H

[Missing Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

714.

102215I

[Painting a Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

715.

102215L

[Inscribed Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

716.

102215J

[The Power of the Dark Side - 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

717.

102215K

[Deck Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

718.

102215M

[Shlakoblock is live!](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

719.

102215E

[Third-Party Software - 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

720.

102215D

[Country Division](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

721.

102215C

[Jumps on a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

722.

102215B

[Rearrange Columns](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

723.

102215A

[Rooms and Passages](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

724.

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

725.

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

726.

101620A

[Assignment Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

727.

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[acraider's solution](#)

728.

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-08 · last AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[acraider's solution](#)

729.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[acraider's solution](#)

730.

101522J

[Juicy Candies](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[acraider's solution](#)

731.

101840G

[Glorious Stadium](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[acraider's solution](#)

732.

101840J

[Jacked Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[acraider's solution](#)

733.

101840K

[Katryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[acraider's solution](#)

734.

101840L

[Lazy ERCD](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[acraider's solution](#)

735.

101810M

[Greedy Pirate](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[acraider's solution](#)

736.

101810D

[Magic Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[acraider's solution](#)

737.

101810A

[Careful Thief](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[acraider's solution](#)

738.

101810E

[N-Dimensional Grid](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[acraider's solution](#)

739.

101810I

[Split the Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[acraider's solution](#)

740.

101810F

[Minimum Sum of Array](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[acraider's solution](#)

741.

101810H

[Making Friends](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[acraider's solution](#)

742.

101810C

[Flip the Bits](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[acraider's solution](#)

743.

101810B

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

Rating: — · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[acraider's solution](#)

744.

101808I

[Ildar Yalalov](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[acraider's solution](#)

745.

101808B

[Amer and Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[acraider's solution](#)

746.

101808J

[Saeed and Folan](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[acraider's solution](#)

747.

101808C

[Help Shahhoud](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[acraider's solution](#)

748.

101808F

[Random Sort](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[acraider's solution](#)

749.

101808A

[Martadella Strikes Again](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[acraider's solution](#)

750.

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